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ISSUE 59 ■ MAY 1994 ■ £3.95

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- Once installed the program is transparent to the user
- Works on any Amiga and any KickStart

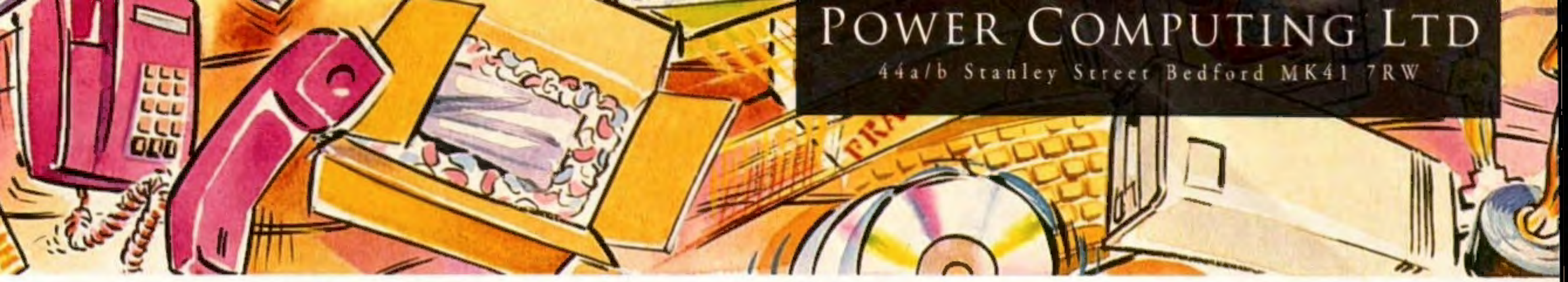
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Now you can produce stunning, high quality output on paper, transparency film or even T-Shirt transfer from your Amiga. The Primera colour printer, recent recipient of countless awards in the IBM-PC and Macintosh markets is also the perfect companion to any Amiga. Primera uses wax thermal transfer technology, a technology usually associated with much higher priced printers. Some of the features include, software drivers for Amiga, PC and Macintosh, optional photo-realistic upgrade kit (dye sublimation) and monochrome ribbon cartridges available for text printing only.

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(Studio software is a true 24-bit printer driver)



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For Desktop Dynamite pack add £40

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THIS MONTH IN...

AMIGA FORMAT

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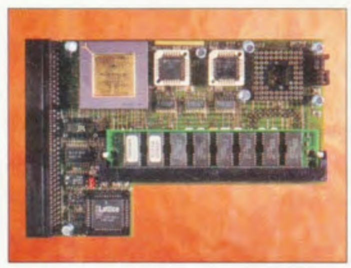
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TOP NEWS STORIES



UK Amiga users: stand by for the A1200 CD-ROM drive.

Seriously Amiga



M-Tec – is this the best value accelerator for the A1200 ever? p 116



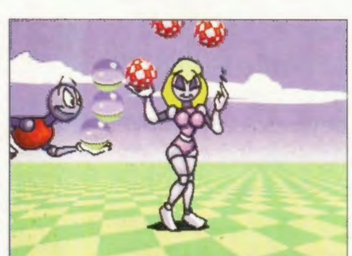
Twinkle twinkle, little star, wonder no more as *Distant Suns* fills the gaps. p 116

Tutorials



Convert and modify your 3D objects with the amazing *Vertex*. p 106

Regulars



PD offerings come up with some more surprises this month, starting on... P137

Screenplay



Utopia sequel *K240* touches down at last page 60



Is *Pool* a work of genius or a load of balls? page 65



Explore the mysterious world of *Darkmere* page 70



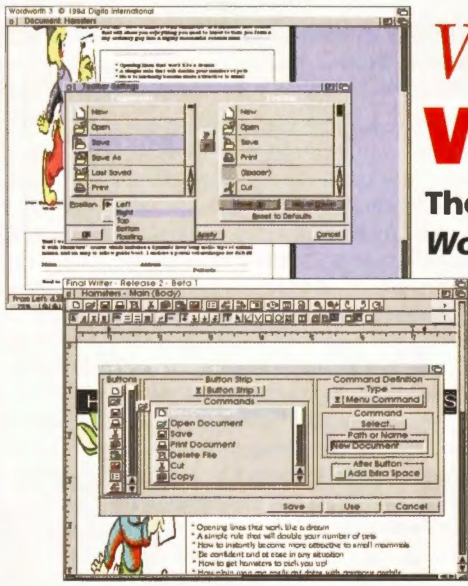
Rugby League Coach puts the boot in on... page 62



Exclusive:
A1200 CD-ROM

We all asked for it – no demanded it – and now it's here! Commodore have come up with the goods in the shape of the CD1200. We take an in-depth look at this revolutionary piece of kit which puts the Amiga where it should be – out in front!

Page 24



Working with WORDS

The hot new versions of *Wordworth* and *Final Writer* battle it out for the top-notch title of the world's best word processor. Are you ready to place your bet?

Then turn to... page 39

SAVE
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Find out how by turning to page 32

On this month's Coverdisks

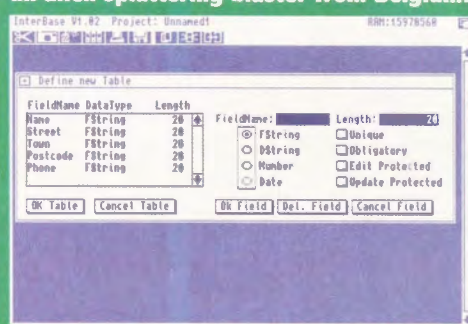


FIVE PAGES OF COVERDISK INSTRUCTIONS BEGIN ON PAGE PAGE 10

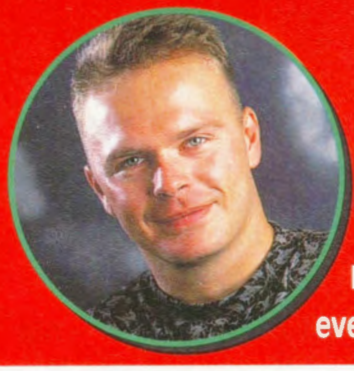
Check out the Coverdisk pages to find out how to use your two brand new utilities. InterBase can be used for all sorts of database applications and Indexer is custom designed to keep track of your issues of Amiga Fomat. But you'll never know how to use them unless you check out the instructions. On the second disk we have an exclusive mission from the Syndicate American Revolt Data Disk. More details on page 14. For more info on our exclusive American Revolt upgrade offer turn to page 64. Also on the disk is Calephar, an alien-splattering blaster from Belgium.



Now it's your chance to rescue the lovely Julie Tolley from certain destruction.



InterBase will take care of all your important data. Turn to page 10 to find out how.



The Month IN VIEW

My last days in the office would have been so simple if *Arcade Pool* hadn't arrived. And everyone thinks I only like it because I'm going to work for the company who publish it.



CD for the A1200 is announced at last! And my mate just sold his A1200, MBX1200 with 2Mb of fast RAM, 80Mb hard drive, Philips CM8833 mark II and loads of software for £400 to buy a CD³²... What a fool!

HALLELUJAH! AFTER MUCH denying of its existence, Commodore showed the world an A1200 CD drive at CeBit in Hanover. The unit (see page 24 for details) was unveiled at Commodore's stand, but surprisingly little fuss was made over it – I'm convinced it's the most important piece of kit Commodore have launched since the A1200. It's likely to cost around £200 and Commodore claim it will be ready to ship in June. But allow for slippage. The A570 CD didn't appear until six months after its planned launch date.

Commodore UK are keeping characteristically stumm about the CD drive, but now it exists, there's no reason whatsoever why UK A1200 owners shouldn't get it. Oh happy day!

Amiga Format has gone on at length about the importance of a CD drive for the A1200, and from the letters we've had from readers, we know you feel the same way too. We can't wait to see it in UK shops, and more importantly, actually get our hands on one here in the *Amiga Format* offices.

For the last two months *AF* has been waiting with bated breath for two pieces of software. This month they both arrived, and both caused sensations, though for quite different reasons. *Wordworth 3* arrived on the date that Digita promised, and enjoyed a successful high profile launch at Silica's Oxford Street store. But it soon became apparent that although it was on sale, it wasn't quite as finished as one would have hoped.

Fearing a kicking in the inevitable comparative reviews that *Wordworth 3* would face against Softwood's improved *Final Writer*, Digita were quick to address the user's complaints. The result is that *Wordworth 3a* appeared in no-time flat, and while it may not be perfect, it is the *Wordworth* that most people were hoping for.

The second program is Team 17's *Arcade Pool*. Promised in late February, it finally hit our desks in early April, and was an instant smash. It's difficult for me to be objective about a game when I going to work for the company that produced it, so Steve Bradley had the enviable task of reviewing it.

The lucky blighter spent three whole days in the office playing it, while everyone else looked on impatiently. Even the guys from *Amiga Power* (usually banned from our office in case they spy any of our scoops) ended up watching as Steve battled to improve his Speed Pool times. At less than a tenner this has to be the bargain of the year.

It's strange how Team 17, despite the respect they have in the Amiga community, have never before earned a *Format* gold. Although their games are always technically and graphically excellent, and very playable, they have previously been too derivative to push them over the edge from a very good score to a truly excellent one. *Arcade Pool* is no great revolution in game design, but it is so playable it deserves the honours anyway.

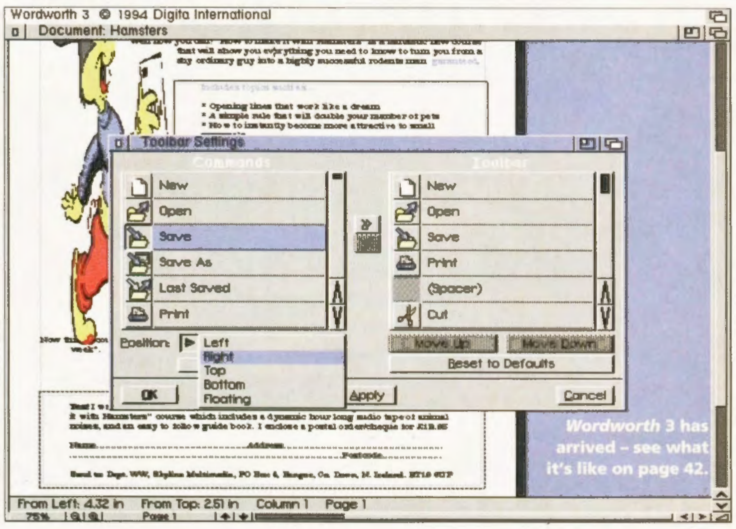
One company who have no trouble scoring *Format* Golds in recent years are Germany's Blue Byte. They have notched up five of our prestigious awards in three years – a feat unmatched by any other software company. But when you call the role of their games: *Battle Isle*, *Apidya*, *History Line*, *Yo! Joe!* and *The Settlers*, it is obvious why they've been so well received. This month, games ed Rob Mead travels to Germany to see how they do it – find out how on page 56.

I always enjoy a good show. The chance to get out and meet the readers is a rare and cherished thing. But the last truly great Amiga show in the UK was the Amiga Format/World of Commodore Show back in 1991. Sure, we've had the Amiga Shopper Show and Amiga Format Live since then, and while they were both good shows, they weren't quite on the scale of WoC.

But since the release of CD³² and the A1200, Amiga users have had something to shout about. So this year we're getting together with Commodore to produce another great Amiga show. The aim of the World of Amiga is to bring the whole Amiga community together at a show that will have lots to do and see, as well as plenty to try out and buy. The show is at Wembley on November 18-20, I know I won't miss it!



Arcade Pool. There haven't been this many arguments in the office about who gets next go since *Pinball Fantasies* arrived.



Wordworth 3 has arrived – see what it's like on page 42.

Win this and watch your work go down the tube.



Write a winning script in the Lloyds Bank Film Challenge and you could see your work broadcast on Channel 4.
There will be eight winners from three different age groups, ranging from 10 to 25 years old.
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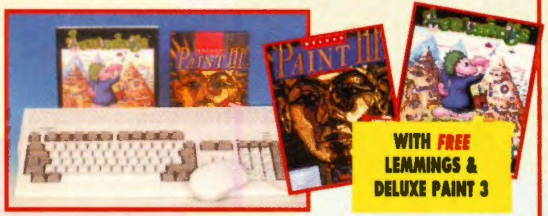
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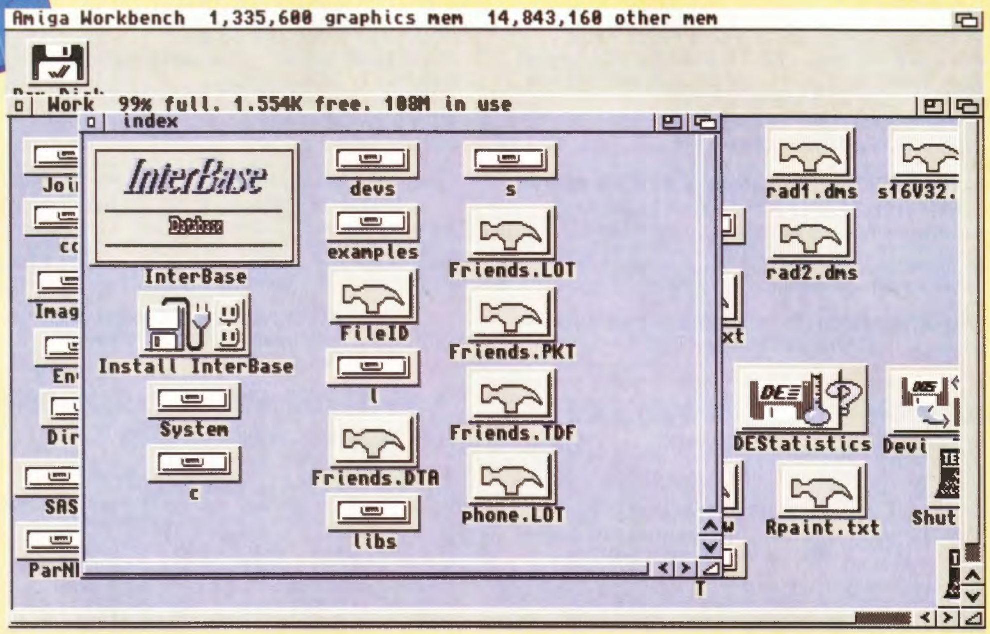
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INTERBASE

The first amazing utility this month is the InterBase database program. Nick Veitch explains how to get it up and running. Turn the page to read all about Indexer which comes with a catalogue of over 50 Amiga Formats.



To start *InterBase*, just double-click on the program's icon. You will find that *InterBase* also stores all of its data files in the same directory, but normally these will not be visible as they have no icons.

BUT FIRST

Before you can use these programs, you must dearchive them. In an effort to make this process even easier for you, we are now using Commodore's *Installer* program. This uses Workbench 2 style buttons and requesters to avoid errors and mishaps.

To install *InterBase* on a floppy drive, first format a new disk and label it "Interbase". Reboot your machine and insert the *AF*59A Coverdisk. Double-click on the disk's icon and a window will appear containing two icons. Double click on the InterBase installer and the installation will begin.

Initially some files will be copied into the RAM disk and then you will be asked where to install the software. If you have a hard drive you may install the software direct, but it is a better idea to install it to floppy first and then use *InterBase*'s own floppy installer. To install to a floppy drive, remove the Coverdisk from the drive, insert your blank floppy and select it from the requester. This program MUST be installed to a drawer, so if your disk is completely blank, you should create a drawer with the button on the bottom left of the window before proceeding. Select Proceed and the Installer software will take care of the rest. The operation may take a couple of minutes, so don't worry.

The procedure is exactly the same for *Indexer*, and if you have two disks ready, you can dearchive both of them without having to reboot your machine.

To completely install *Indexer*, you also need to copy the extend.library to the libs: drawer of you startup disk and the two fonts Pyr and loadn to the Fonts: drawer. You can do this by opening a Shell and, with the *Indexer* disk in df0:, typing:

```
copy df0:libs/#? libs:
copy df0:fonts/#? fonts:
```

before running the *Indexer* program each time, you will have to open a Shell and assign it:

```
Assign Indexer: <diskname>:indexer
```

where <diskname> is the name of the disk containing *Indexer*. If you want to use *Indexer* a lot, or you have installed it on a hard-drive, it is a good idea to add this line to your startup-sequence. If you boot from floppy though, this will mean that you will be asked to insert the *Indexer* disk every time you boot up. The best idea is to get a hard disk...

To install *Interbase* in order to use the supplied examples, you must open a Shell and enter the following:

```
Assign "Interbase 2:" DF0:interbase/examples.
```

Interbase will run perfectly from a self-booting disk. If you create a bootable disk (check your manual) and simply copy over all the files to the new disk (called Interbase), like this:

```
Copy df0:interbase/#? Interbase: ALL
```

INTERBASE IS A database program, designed to store information in a way that makes it easy to find things again. Databases work by storing an amount of information in a number of fields. Each field has a name and a type.

In this way, records of information are built up, a record being a set of connected entries for each field. If, for example, you were creating an address book, the fields would be Name, Street, Town, Postcode and Phone.

SETTING UP A DATABASE

To create our sample database, we will first have to create a Table in *InterBase.* To do this select Define Table from the Table menu. A requester will appear asking for a name. Why not call the new table Friends?

A new screen will appear for you to enter all the field names that you will need. For a complete description of all the tools that appear, see the annotated boxout.

Enter the names for all your fields one at a time, and click on the OK Field button to add them to the list on the left. When you have finished, select the OK Table button to continue (see picture 1, below).

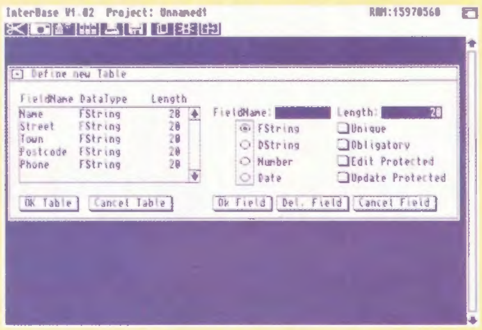
You will now be asked where to save the new table. The default location is the drawer where *InterBase* is installed. You may also specify a password at this stage if you want to protect your files against being read by unauthorised eyes.

LAYOUT

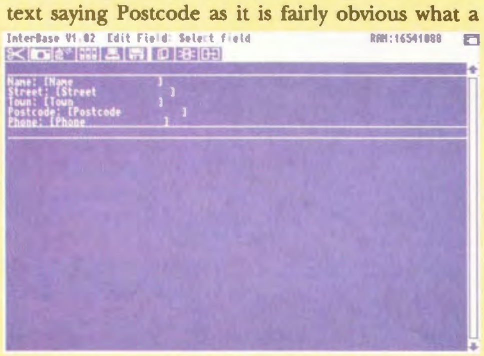
Now we have specified all the fields for our database, we must specify how we want the data to appear on screen, or when we print it out. Select Define Layout from the Layout menu. You will see that a layout called "Friends" already exists. This is a default layout which is just one field under another (see picture 2, below). This would probably be OK for our address book, but let's fiddle with it anyway.

All the text that appears on the screen in square brackets will be substituted for the data in that field when displaying or printing a record. All the other text will appear as it is.

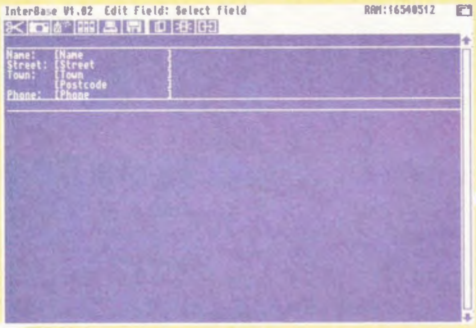
To begin with we may as well get rid of the text saying Postcode as it is fairly obvious what a



1 Before you can enter any data, you must first define the structure it will take.



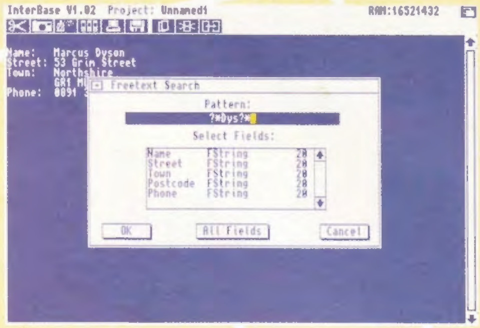
2 You may wish to modify the default layout as it can be a bit scrappy.



3 This layout is much nicer, and will be easier on the eyes when entering data.



4 Entering data is easy, just type it in a line at a time, remembering to press Return.



5 You can search in any field for any string or any part of a string using standard wildcards.

postcode is at the end of an address. To do this click on the box with a cross in it in the tool bar, or select Delete Field from the menu, then click on the text and it will disappear.

Now we can line up all the data fields. Select Move Field from the menu, click once on the field and then click again on the position to move it to. Having all the fields lined up will make the display easier to read (see picture 3, above).

Now, if you select Size of Sublayout from the first menu, you will be able to change the vertical size of the layout. A line appears which you should drag down to about 1cm below the last line of text. This will leave a decent amount of space between consecutive records when entering data.

When you have finished, select Quit Layout from the menu. It will automatically be saved.

ENTERING DATA

Hurrah! We can now enter some data. Select New Record from the edit menu and a display will appear on the screen, exactly how we designed it in the layout section. An orange box will appear next to the first field, inviting you to enter some data. After each line, press Return and the box will move to the next data field. You can edit any of the previous field (or record) entries just by clicking on them. Now you can try entering some data and creating a few records of your own (see picture 4 above).

SEARCHING

The best use of a database is for searching through large amounts of data to pull out the record you want. OK, we haven't got very many entries yet, so we can just scroll through the list to see all the entries we want, but imagine that you were really popular and had hundreds of names in your address book. So we should use the search option.

From the Various Menu, select Freetext Search. Say you are a personal friend of Marcus and you are looking for him in your database (for some reason). enter: *?Dyson*? in the Pattern requester – this will match any entry containing "Dyson" (see picture 5, above). You can now select the field that you wish to search in. For this example we are searching in the Name Field, but you could search in any number of fields.

Once you are satisfied, select OK and the search will begin. It shouldn't take too long with our limited number of fields. Only records which match the search string will be selected.

DIFFERENT LAYOUTS

You can have many different layout selections for the same table of records. This can be very useful for different ways of using or presenting the same data. You will probably want to use a different layout for printing out the data, and maybe one which doesn't include all the data. This might be very useful in our example of a list of names and phone numbers. You can create different styles of layouts just by choosing Define Layout from the Layout menu.

PRINTING

To print out the data using the current layout, simply select the print icon from the toolbar (it's the one that looks like a printer). Be sure that you have set up your printer preferences correctly before you confirm printing.

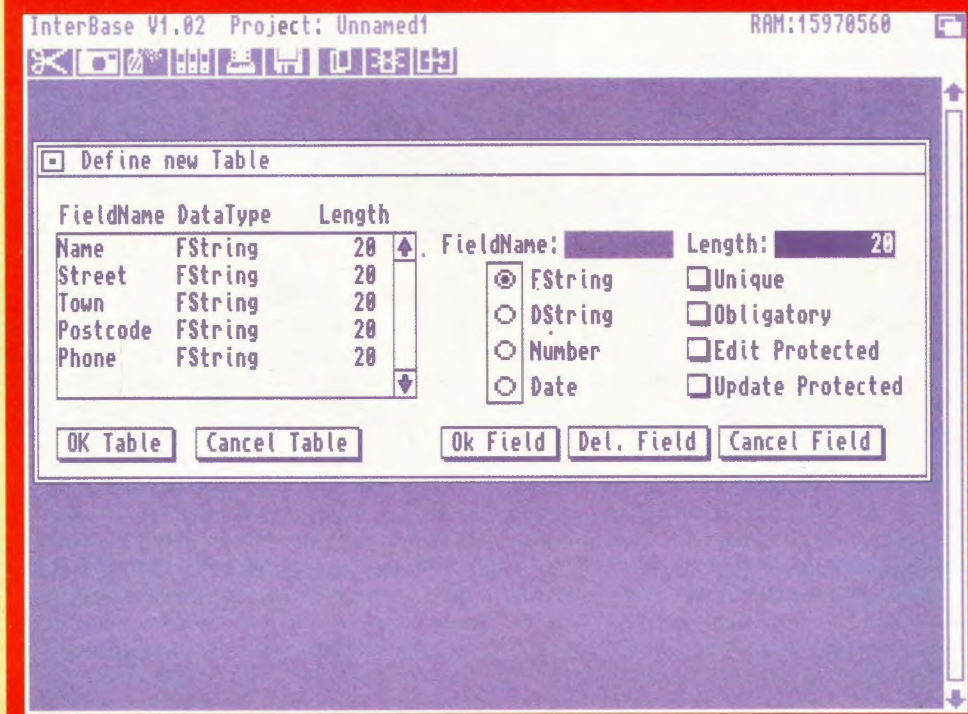
Continued overleaf ☛

INTERBASE OFFERS

If you want to take advantage of special offers involving other *InterOffice* software or getting the full manual for *InterBase*, turn to page 134

INTERBASE FIELD TYPES EXPLAINED

There are many types of different fields available in InterBase, and many error checking routines which can be performed when data is entered to avoid your data becoming riddled with mistakes.



FString **FIXED STRING.** This is an alphanumeric string which can contain any number of letters, numbers and symbols. The maximum length of the string is fixed – every record created will reserve this amount of space for that field. This type of field makes database operations faster, but uses more memory and space.

DString **DYNAMIC STRING.** This is the same as the above, but there is no fixed limit to the length. This makes it more flexible when entering data and more frugal with memory.

Number **NUMERIC.** Numeric data is basically a number. This can range anywhere from -10 E + 308 to 10E + 308 and may be entered in normal or exponential notation.

Date **DATE.** A date anywhere between 1st January 0AD to the same date in the year 57888354 AD is allowed.

Unique **UNIQUE.** Any data entered into this field must be unique – it cannot already exist in this field in another record.

Obligatory **OBLIGATORY.** This field must contain some information. This would be usefully applied to a membership number.

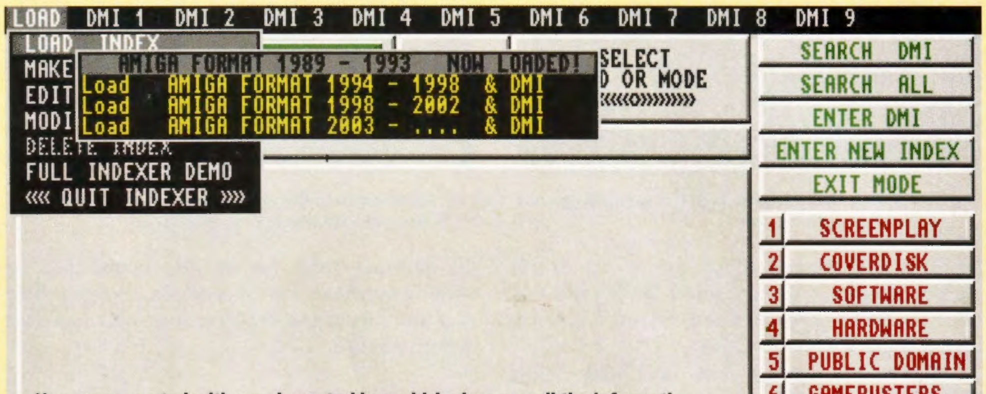
Edit Protected **EDIT PROTECTED.** Once entered, this field cannot be edited by *InterBase*'s edit record function. Be careful when using this.

Update Protected **UPDATE PROTECTED.** The contents of this field will not be updated by *InterBase*'s update function.

GETTING STARTE

STARTING OFF

Double click on the Indexer icon and off you go. When the intro screen has cleared you should select "Load Index > Amiga Format 1989-93" and wait while the records have loaded in.



You are presented with a main central box which gives you all the information, five mode control buttons marked in green in the top right hand corner, and nine red control buttons with which you can pick the category of your desired INDEX. To the right of the title box (green), is a window displaying the number of records and beyond that a little box which displays your options and directions while you are operating the INDEX.

THIS SPECIAL EDITION AMIGA FORMAT INDEX allows you to Index your copies of *Amiga Format* for years to come. We have included over 1300 references to items in the past issues of *Amiga Format* to get you started with your own FORMAT INDEX. In the main, we have made general indices such as Deluxe Paint and Game Cheats, but have left it to you to make more specific indices to suit your own requirements.

You will find a number of indices installed. The first covers past issues and you can add your own items to this, and the others have been left clear for you to begin and customise for your future use. You will therefore have to devise your own new categories (see below).

There are two control modes for the program – you are always either searching or entering. You can work in either of these two modes, and get in or out of them by clicking on the button EXIT MODE.

SEARCHING

Within the SEARCH mode there are two ways of finding items:

SEARCH DMI or SEARCH ALL

To use the DYNAMIC MENU INDEX click on SEARCH DMI then click on the Category button that interests you. You will now be told to choose an item from the menu of that category. Go up to the appropriate menu which will now be in operation and choose your desired subject. For example, if you were looking for a particular Coverdisk utility, then you would select Coverdisks from the DMI bar and then use the menu to select



By searching using the DMI you can quickly access data grouped in many sub-categories.

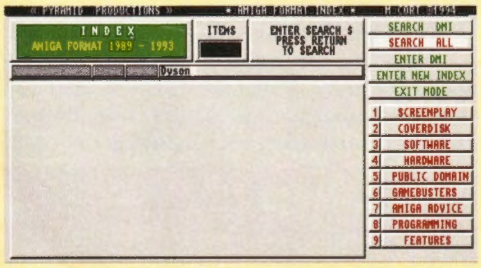
Utilities. The list of all Coverdisk utilities would then be displayed. Sometimes this can produce a very long list, but you can use the more specific search mode to find one particular item.

Whilst in SEARCH DMI you can go back up to the same Menu or change the Category by clicking the appropriate button. You can also click on SEARCH ALL to change the searching method.

SEARCH ALL

You can, of course, go straight to SEARCH ALL, by clicking on this button when you open the program. On clicking, you will be presented with four string boxes to enter a search string.

The first box is 'ghosted', as this is used for entering a new DMI. The first open box will let you enter an Issue No after which it will display all items from that particular issue. The next box lets you enter a page number, and displays all items on that page for the year. The last box allows you to enter any 33 letter string you choose, and searches all the records to see if such an item exists.



By searching all the entries for a specific string, you can quickly pull out an entry you know exists.

You are only allowed to enter a string in one box at a time, and you must therefore click on the search box of your choice before entering.

To enter further searches just click on the desired string box and it will allow you to enter a search. If you want to pop back into using the DMI just click on SEARCH DMI after any search.

To exit you click EXIT MODE which brings you out of any searching situation.

ENTERING DATA

Here again there are two methods of entering new items into indices.

ENTER DMI

If you click on the Enter DMI button you will be asked to choose a Category. Go to the Menu chosen and choose the index under which you want your new entry to be made.

The Menu will then place the DMI INDEX NAME in the first string box and all you have to do is to then enter the Issue No, Page and then your Comments. (See Comments, right.)

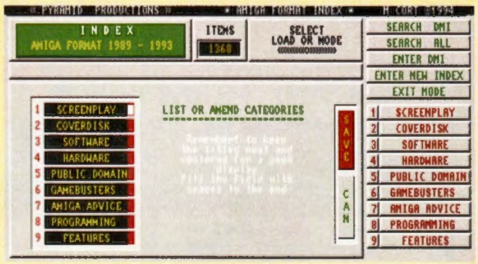
When you are satisfied with your entry (you can click any box to change your entry) press F1 and your new reference will be saved forever.

When entering items, it is faster to enter them in chronological order. This is because if they are out of sequence the program has to spend time sorting them and inserting them into the right place in the files. If you wish, you can now choose a new category or an index from the same menu in the same way as you searched above to write your next entry.

Alternatively, by clicking on the Enter New DMI Index control button you are asked in which category your new index will be listed. Click on your choice and you are presented with the first string box open to enter in the new name.

There is only one discipline you have to observe in making entries and that is DMI indices cannot start with a number. For example, A600 is absolutely OK. Whereas if you entered 600A you might get some peculiar results when searching. You can click back on ENTER DMI within this entry mode.

To cease entering click EXIT MODE.



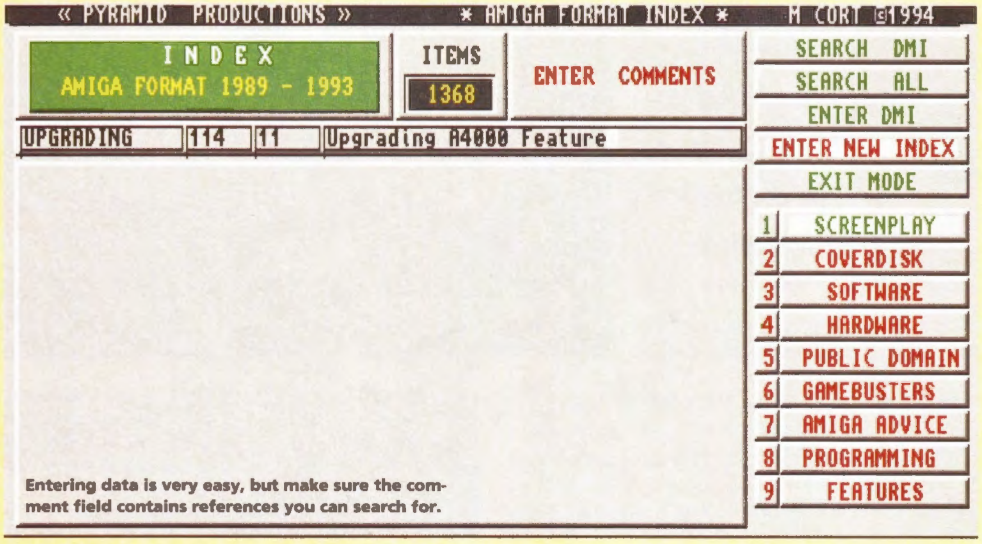
***Indexer* allows you to change the names of the categories to suit your needs.**

COMMENTS

When entering COMMENTS in a new item, you can become quite creative in the structure of your index. When the program searches a DMI it will not only search the INDEX name, but it will also find any mention of that index in the COMMENTS column.

It is therefore redundant to enter under an index, for example called REVIEW, a record in COMMENTS which states REVIEW DELUXE PAINT. Just write in DELUXE PAINT, and if after this you write in capital letters ANIM- or any other code, if you have already an index called ANIM- then the DMI while searching under that particular topic will also include this record. It is important when using this facility to write these

D WITH INDEXER



Entering data is very easy, but make sure the comment field contains references you can search for.

codes in CAPITAL letters. You can add further indices to your choice and will. For example DSK1* to add to all items on the first Coverdisk then DSK2* , and so on.

This facility is of great value when you are not quite sure which index to put a new item in. This is the spectacular part of the INDEX in that it can cross-reference records under many different subjects. For example, a Music Coverdisk would appear under Music as well as Coverdisks.

You will note that we have made these type of DMI indices as code words (WB-, ART-, EDU-, PC*, and so on) we have put such things as a star or dash in these codes as just putting the letters alone can mean part words are found. For example, if you were searching for ART, you might find lots of references to ARTicle.

CHANGING AN ITEM

Having found the item you require, scroll down to it with the cursor keys until it is highlighted, then all you simply do is press F5 and this record will be inserted in the string boxes.

Click on the box you wish to alter, then make the changes, then press Return and follow the instructions in the box that appears.

DELETING AN ITEM

As before, find the item in the list and scroll down using the cursor keys until it is highlighted. This time you should press DEL and your offending item has gone forever.

PRINTING

THE INDEXER has been created for the purpose of saving paper in the home, so you will be prompted first if you really do want to print an Index. On pressing F10, you will be asked to switch on your printer, after which you will press [RTN]. There are no fancy printing facilities involved here, this is just a direct dump of the items you have listed at the particular time.

NOTE: If a system requester appears which says "Printer not switched on", switch it on then click CANCEL, then 'left Amiga/N' to bring you back to the INDEXER screen.

DEMO

This version of *Indexer* is tailored specifically to be a companion to your collection of *Amiga Formats*, but of course you could use an indexing program for all sorts of things. Check out the other demos from the project menu

Should you find this *Amiga Format* INDEXER useful then you can obtain the, *Full Family Indexer v.2* from Pyramid Productions (see ad on page 156).

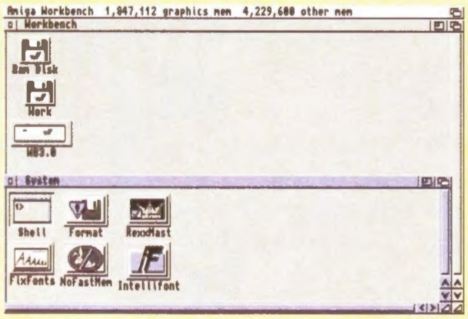
BACKING UP YOUR DISK

Copying your Coverdisk is simple. Just follow this easy process...

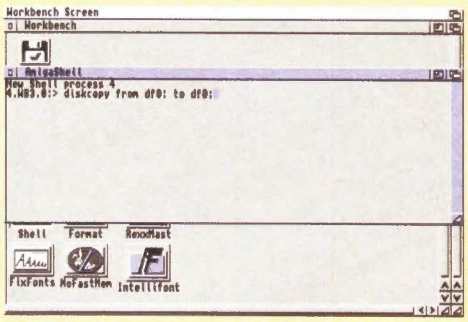
DISK NOT WORKING

We give birth to a truck load of disks every month, so you can imagine a few will turn out bad. Sad, but true. So if you are the unfortunate parent of a problem disk, send it back, including an SAE for a free replacement to:

Amiga Format May Disk
Discopy Labs Ltd
PO Box 21, Daventry, NN11 5BU

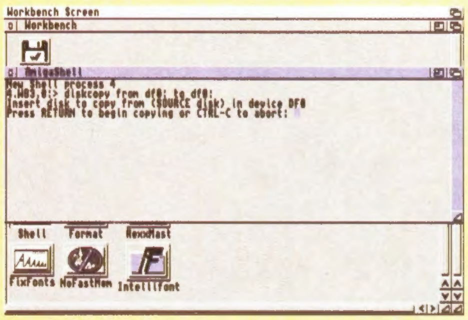


1 **Boot up with your Workbench disk, and find the icon called Shell, which should be in your system drawer. Double-click on this to go into the Shell.**

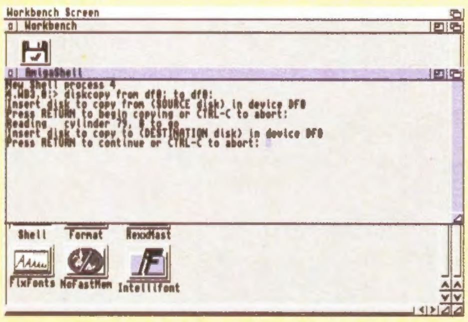


2 **Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:**

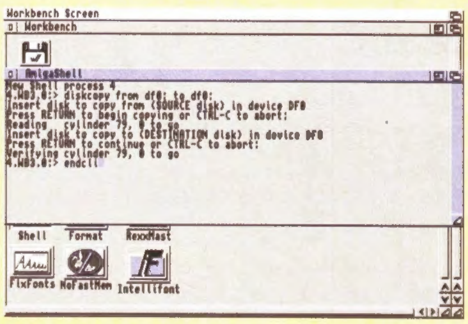
DISKCOPY FROM DF0: TO DF0:



3 **When you are asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.**



4 **Once it has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.**



5 **On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.**



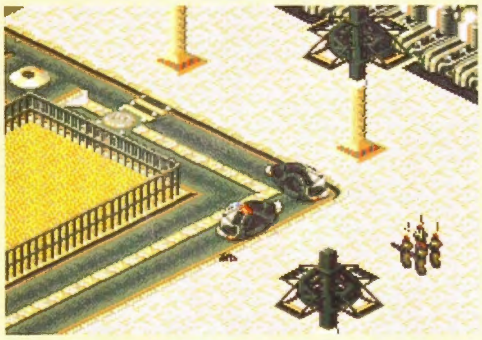
SYNDICATE

Save our Julie from a fate worse than death in this exclusive preview of Bullfrog's Syndicate: American Revolt missions disk.



This *Syndicate* missions disk is a real challenge – but the rewards are worth it.

THAT'S RIGHT SECRET agent and journalist Julie Tolley's cover has been blown while investigating President Clinton's underpants collection in the Rocky Mountains. Your team of four agents are sent in to act as a human shields and smuggle Julie out of the area before the enemy forces can get their grubby mitts on her.



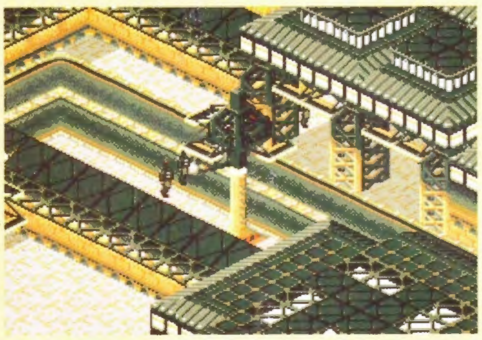
1 You start off in the south-east corner of the city with a car in front of you. The first thing to do is power-up your weapons, then get one man to steal the car and dump it in the middle of the highway causing a road-block which forces the police car containing Julie to stop. Now make all your agents head towards the building to the west, drawing fire from the enemy troops away from the two cars. Destroy all the agents and collect their weapons, if necessary.



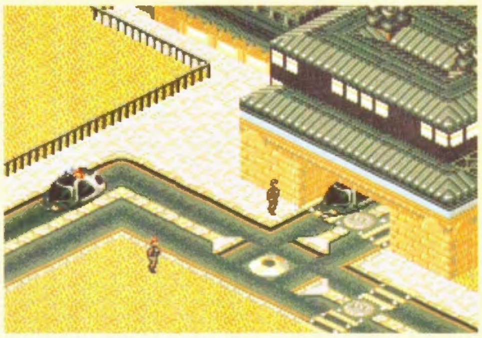
You may have conquered the world in the original *Syndicate*, but the extremely violent *American Revolt* puts your whole empire in jeopardy.



Secret agent Julie Tolley panics and makes a desperate escape bid while an overwhelming force of enemy agents zeroes in on your team.



2 The next threat comes from the north where another squad of enemy agents has set up a roadblock. Move your car a little further up the road and attack from a distance using Gauss Guns or Lasers, ensuring Julie doesn't get caught in the crossfire, then close in to mop up any remnants.



3 By now the police are aware of your presence and set up roadblocks as you approach. Luckily they're not too difficult to destroy, but more enemy agents are in the vicinity and another pitched battle ensues. Again keep Julie as far away from the action as possible.



4 Julie's destination is the farmhouse to the extreme west. Sweep the surrounding area to ensure there are no enemy agents in the vicinity before letting Julie leave her car and enter the building.

CALEPHAR

In this game, one minute you are thinking about a frolic with Virtual Valerie, the next you are hustled into a poorly-armed spaceship and sent on a do-or-die mission against waves of alien nasties. What a life!

Calephar is a vertically-scrolling shoot-em-up from Belgian newcomers Future Software and it's a cracker. This one level demo places you at the start of the full game, then hurls lots of extra-terrestrial metal at you. The controls are simplicity itself. Move the joystick left to go left, right to go, er, right and up or down to move forward and back. Pressing the fire button unleashes a hail of bullets in the general direction of your assailants and pressing the spacebar detonates a baddie-blasting smart bomb. Naturally, there are all kinds of power-ups and bonuses for you to collect including three-way forward fire and heaps of extra points.

The key to getting these goodies is by shooting the smaller aliens which accompany the main formation. That's about all you need to know, so get blasting!



With three lives and three smart bombs disposing those alien scumbags should present no problem.

HELP NEEDED!

Future Software are currently looking for a UK distributor if anyone is interested in selling/marketing *Calephar* or their puzzle game *Brain Drain* in the UK call Nichole Coesel on 010 329 236 2725 or write to: Future Software, E Seghersplein 23, 9000 Ghent, Belgium.

TFX

REVIEWS

PC PLAYER ★★★★★

PC ACTION 90%

PC ZONE CLASSIC 90%

PC REVIEW 9/10

PC HOME 91%



"It's more than a straight flight sim:, D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW







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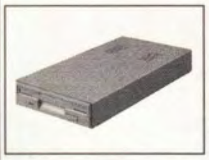
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NEWS

Commodore's Autumn results spark new takeover speculation.

Commodore's losses for the last quarter of 1993 totalled $7.8 million (£5.5 million). The results aren't good, but as UK MD David Pleasance points out: "When you consider that the losses for the last quarter of 1992 were over $70 million (£48.6 million) it's a considerable improvement. And I firmly believe, were it not for the general softness of the industry, we would be back in profit by now".

However, Commodore were firmly predicting to be back in the black by now, and their failure to do that in the most profitable quarter of the year has shaken the resolve of some investors.

Commodore shares are not currently listed on the New York Stock Exchange, which is often a sign of a company about to change hands. But Commodore UK, in time-honoured fashion, neither confirmed or denied this. "Corporate finances are dealt with by the US, so anything we say will be irrelevant," says Pleasance. "But we have made no secret of the fact that we are looking for corporate investors."

A merger may be the only way to save the company. It has been in a negative equity situation (all the debts outweigh the value of the company) since early last year. And although Commodore have an attractive range of machines, and some very exciting technology in the pipeline, they need outside investment in order to market these machines effectively.

Whatever occurs, it is unlikely to affect the longevity of the Amiga range. With an installed user base of well over 6,000,000 in Europe, and exciting technology like the AAA chipset and the 64-bit RISC machine nearing completion, another company would inevitably take over the range even if Commodore should fail.

COMMODORE REVEAL A1200 CD-ROM DRIVE IN GERMANY



The new A1200 CD-ROM drive that *Amiga Format* demanded and which Commodore have now supplied.

Bowing to public pressure and exhibiting a certain amount of on sense, CBM have finally revealed a CD[32]/CD-ROM solution for the A1200. Commodore in the UK had tried to scotch rumours of such a device for several months, claiming that it wouldn't be economically viable. It remains to be seen if the unit will be officially launched by Commodore in this country, or whether A1200 owners will have to rely on grey imports through third-party dealers.

● **For the full story, turn to page 24.**



When we Said...

That the picture on page 24 of the last issue (with the story Scan This Price) was of the Golden Image Scanner, what we meant was that it was another scanner. This photo shows the real Golden Image Scanner. The AlfaScan Plus 256 grey scale hand scanner with OCR is bundled with Migraph's *Touch Up v3.16*, *Merge IT* and *Junior OCR* at a special price of £135. Call 081-365 1102.

WIN £250 It's show time!

List the three companies you would most like to see exhibiting new products at the World of Amiga.

1)

2)

3)

Now list three products you would like the manufacturers to provide a Question and Answer forum on:

1)

2)

3)

And finally, in no more than 50 words, ask your own question:

Name

Address

Tel

Rules: No employee of Future Publishing or CBM may enter. The judge's decision is final. The £250 must be spent at the World of Amiga Show, and no alternative prize will be offered.

Send your entry to:

WAS Questions, Amiga Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Entries must be in by 1 June 1994.

Well, it's not quite show time yet, but come October and November, there is going to be plenty for you to get excited about.

On Wednesday, October 26, the Future Computing Show takes off for five days at Earls Court 2 in London. "The show is a direct response to the industry's needs and will offer the consumer the opportunity to get hold of technology they have previously only read about," says the show's manager, Chris Down.

Backed by Future Publishing, *Amiga Format* and its sister magazines will be there in force and we'll be letting you know more details on these pages nearer the time.

November is the month for another excellent adventure... The World of Amiga Show at Wembley on 18-20th. Replacing the Amiga Format Live show, the new show has Commodore's official backing and aims to bring the full spirit of the Amiga world under one roof in a huge pre-Christmas bash.



We'll bring you more details about the show in future issues of *Amiga Format.*

Because we know it's going to be good, we're giving 10 readers the chance to win tickets to the show, and one extremely fortunate *Amiga Format* reader the chance to not only get into the show for free, but also to win £250 to spend there.

To enter, just fill in the form on the left and rush it to us at the address shown. You'll see that we ask you to pose a question about the Amiga that you would most like to see answered. The person who comes up with the most thought-provoking question will get to spend the £250, so get thinking!

AF'S NEW ED





It's goodbye from him... ...and hello from him.

Amiga Format editor, Marcus Dyson, has been persuaded by top Amiga games producers, Team17, to leave his large black leather swivel chair in a hi-tech office in the beautiful, beige Georgian city of Bath, to go up to the grey, grim industrial north to be a games co-ordinator.

Rumour has it that the final temptation for his move was the offer of a free copy of *Arcade Pool* [OK, Marcus, that's the last gratuitous plug you get] . "I'm really looking forward to a new challenge," says Marcus, "and playing lots of Team17 games like...[snip]"

Stepping into his not-inconsiderably sized shoes is Steve Jarrett. Steve started his career way back in 1987 on *ZZap!64*, and has since worked on Nintendo and Sega magazines, and at present is editor of Future's *Edge* magazine. "Moving over to the biggest and best computer magazine is a challenge I just couldn't resist," says Steve. Welcome aboard.

Holy cow! It's a hologram

Creators of 3D images listen up. Do you fancy the chance of getting your creations preserved for ever? And having your work commissioned? And having your work put on video and distributed throughout the Amiga industry? Then The 24Bit Club have just the vehicle for you.

In association with Munday Spacial Imaging, 24Bit are putting together a 3D Holo-Art Competition and are inviting all Amiga owners who use 3D packages to enter their creations for it.

The competition is divided into three categories – Science Fiction/Fantasy, Photo Realistic and Organic/Abstract – and the winner of each will have their entry made into a hologram. However, those who aren't winners don't lose out either, because every entry will be put on to video which will promoted throughout the industry.

For a competition entry form, send a SAE to:

3D Holo-Art Competition, 24Bit Club, 6 Skirsa Square, Floor 1, Glasgow G23 5DW.

Not just another CD



Create all manner of strange effects with Almathera's *Video Creator*.

After two years of production, *Video Creator* has been launched by Almathera. Not just another CD^{32} disc, *Video Creator* enables users to put together special effects synchronised to music from any CD to create individual videos. No other equipment is needed (apart from a video player); and even with a standard CD^{32} you can create quality music videos. If you have the Full Motion Video MPEG board you can also add effects to commercial video CDs.

Video Creator includes over 1,000 images, professional effects, psychedelic colour changes and Random Raves computer-generated videos. It's on sale for £34.95 until June 1 when it goes up to £39.95. For more details call Almathera on 081-687 0040.

Games degree launched

Publishers Domark Software are one of the instigators behind a degree course aimed at wanna-be games programmers. Middlesex University is offering the two year Master of Arts (MA) course in the Design and Production of Interactive Games from September this year, with a BA degree to follow. The degree aims to introduce new talent to the games industry which is: "in danger of becoming stale and tired," according to Russell Ferrier, Domark's Development Manager.

More details are available from Professor John Lansdown, Middlesex University Faculty of Art and Design (081-362 5035).



Now to the point...

In last month's *AF* we reviewed Citizen's ABC printer, awarding it a high-scoring 80 per cent. However, we also said that it was a 9-pin dot matrix printer when it is, in fact, a 24-pin printer. If you need any further information, call Citizen on 0753 584111.

SPONG! NOT SPONGING

You may have had some difficulty calling Spong!, the *Amiga Format* BBS. This is because Spong! was down for a number of days and also because we printed the wrong number on last month's Letters page. The correct number is: 0225 311647

NEWS *brief*

MANUAL COMES ON-LINE

Covering subjects such as Workbench, *AmigaDOS*, and *ARexx*, The Amiga On-Line Reference Manual from First Computer Centre should be a useful tool to both Amiga beginners and experts. The manual is a collection of AmigaGuide documents covering various subjects. It retails at £17.99. Call First Computer Centre on 0532 319444.

AUTOMATIC FOR THE USERS

Commodore have installed a new automated telephone answering system to give their helpline an efficiency boost. The Interactive Voice Response system works by registering the caller's answers to a chain of questions, and by elimination the caller arrives at the solution they are looking for. Try calling it on 0345 626090.

TALENT ALERT

***Channel Z*, according to Darren Busby, is: "The world's first A1200 disk magazine". And he's looking for talented artists, musicians and programmers to produce work for future issues. Anyone who's interested should write to: Darren Busby, CZWN, 3 Edelston Road, Blackpool, Lancs FY1 3HN.**

ARE YOU A CHAMPION?

Computer Tournaments is a competitive games club offering members the opportunity to battle it out, all in the comfort of their own homes. The club also offers special discounts on games and disks. For info, send an SAE to Computer Tournaments, PO Box 3052, Milton Keynes, Bucks MK13 0QQ.

BUDGET GAMES

Everglade have A500, A500+ and A600 games all priced at £4.99 including post and packaging. For a catalogue, send an SAE to Everglade, PO Box 47, Inverness IV3 5YG, or call 0463 240168.

CHEAPER RANGE

Phoenix have slashed the prices on their Robotics modems range as follows: US Robotics Sportster 14.400, £174.99; 2496, £109.99; Courier Terbo, £449.99 and Courier HST Terbo, £594.99. Call Phoenix on 0532 350091.

FAST MOVERS

Supra have added a even faster modem to their already speedy range. The new SupraFAXModem 288 has uncompressed data speeds of 28,800 bps and a supported fax speed of 14,400 bps. It costs £284.99, and is available from First Computer Centre on 0532 319444.



THE tim Smith COLUMN

HELLO ONCE AGAIN. It appears that my column last month was received with some interest by those Amiga owners lucky (and sussed) enough to have Internet accounts. To set the record straight, there are a vast number of Amiga owners currently making use of the InfoBahn; check out comp.sys.amiga.misc or comp.sys.amiga.advocacy if you can – both of these groups are packed with committed, friendly Amiga users, and up-to-the-minute news and opinion about Commodore's currently rather 'interesting' state.

Getting access to the net isn't as difficult as you might think, I'm sure that if you zing a letter into the ever helpful Messrs Baguley and Veitch, they'll help you out.

BUT NOW ON to more pressing matters. At last the A1200 CD-ROM drive is ready, a thoroughly huge 'about time!' to that one, and it also looks as if the AAA chipset is in to beta-testing. All good stuff. The only fly in the ointment is Commodore's current financial position in the US. Having seen their shares suspended on the New York Stock Exchange, the doom merchants are smacking their lips, and preparing for the death of the Amiga and the downfall of the entire company.

Too soon people. Too soon. Looking at the situation objectively... OK, looking at it from a biased position as an Amiga lover with a little financial experience, the idea that the Amiga may meet its nemesis over the next few months is frankly absurd.

THERE IS NO way in which the Amiga architecture can be killed off. Just this week someone posted a list of famous Amiga users and uses to the Internet. These included users in Australia, Poland, the States, Sweden and more. Despite what the doomsayers would have us believe, the Mac and PC are not 'better' machines that force 'fringe' computers such as the Amiga to live on the periphery with a marginal, minimal user-base and no uses outside of the games industry.

The Amiga is widely used in business, for example there's a Polish magazine called *Amigowiec* that uses A4000s for its DTP; *Robocop, Duckman, DeepSpace Nine, SeaQuest* and other US TV shows and pilots use Amigas, we use Amigas! Many thanks to David Tiberio who provided the Famous Amiga list. You can get the full list from dtiberio@libserv1.ic.sunysb.edu.

Considering that to buy a basic set-up for Apple/IBM's base lever PowerPC/Mac will cost you around £1,900 (for the box, the monitor, the keyboard, enough RAM to make it worth your while and a decent-sized hard disk) and that even then you can't truly multi-task with the damned thing, puts some perspective on the competition.

THERE ARE SEVERAL companies circling over Commodore at the moment, several big names have been mooted as potential saviours, there is even a groundswell of support from the US shareholders to pile in and help out Commodore (well-meaning, but probably pointless). The Amiga will not lay down and die.

As a low-cost, high-productivity machine, the Amiga is both an elegant solution and a viable product. There is no way in which it will be left in the wilderness, so let's be positive about the situation.

Before leaving this piece, let me ensure that you are aware that while CBM might be a little shaky at the moment, Commodore UK is not in a precarious position. Commodore UK are in fact doing very nicely indeed.

Finally, if you want to contact me via EMail in order to insult me, provide some positive feedback or give me some news, my on-line addresses are: timbo@gashead.demon.co.uk. or tsmithb at CiX. I look forward to hearing from you.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF AMIGA FORMAT

GET A LIFE: play more games

The European Leisure Software Publishers Association (ELSPA) continues its battle for the hearts and minds of parents with its backing of a new report on games playing.

The report, written by Dr Julie Rutowska of Sussex University and presented to the British Psychological Society, claims that computer and video games encourage children to behave more sociably since they form the basis of friendships through competitive play.

"Computer and video games are the source of great fun and excitement to groups of children," says ELSPA General Secretary Roger Bennett. "Stories of loners are the exception, not the rule."



ELSPA General Secretary Roger Bennett hits back at the bad press about video games being a bad influence for children.

Less *is* more

If you love the look of hi-res graphics, but don't have a powerful enough Amiga to work with them, then Swerve Video Graphics may have what you need. Swerve's four-disk package includes more than 45 AGA Video/Multimedia backdrops and Pre-Defined palettes and costs £4.75. PD samples of the backdrops are also available. For more details on the full disk set, send an SAE to

Swerve Video, 99 Park Lane, Wednesbury, West Midlands WS10 9PT.

PINKIE'S LITTLE SISTER

13 year-old pop starlet Kelly Smith has been signed up by Millennium Interactive to produce the in-game music for their latest platformer, *Pinkie*. which the company hope will be as big a hit as the *James Pond* games.

Kelly, AKA Little Sister, is also releasing an "interactive" single of the *Pinkie* theme tune which enables listeners to create their own versions of the track. The *Pinkie* single is released in May through Kelly's own Message Music label. We can hardly wait.



Teenage sensation Kelly Smith follows up her Boys Company single with a specially written rendition of the Pinkie theme.

WIN! T-shirts and CDs

As *Microcosm* blasts through the charts, its makers, Psygnosis, are celebrating. And they're not leaving *Amiga Format* readers out of the picture. The launch of this new arcade odyssey is being marked by special edition packs with T-shirts and CD soundtracks, although not on the Amiga.

However, 20 lucky *AF* readers can get their hands on a T-shirt and 20 special edition CD soundtracks by answering one simple question:
Who composed the soundtrack for *Microcosm*?

A) Brian Jones B) Jimi Hendrix C) Rick Wakeman

Send your answer on the back of a postcard or sealed envelope to:
Microcosm: What a blast!, Amiga Format, Future Publishing,
30 Monmouth Street, Bath BA1 2BW.
Closing date Wednesday June 1. Usual rules apply.

MICROCOSM

THIS MONTH'S TOP 30 A500/A600

1.	(1)	Same	Cannon Fodder (Virgin)	FG95%
2.	(-)	New	Man Utd Premier League Champions (Krisalis)	81%
3.	(2)	Down	Frontier: Elite 2 (Gametek)	FG90%
4.	(12)	Up	Liberation: Captive 2 (Mindscape)	80%
5.	(3)	Down	Premier Manager 2 (Gremlin Graphics)	80%
6.	(5)	Down	The Settlers (Kompart)	FG94%
7.	(4)	Down	Skidmarks (Acid Software)	FG90%
8.	(-)	New	Beneath A Steel Sky (Virgin)	FG94%
9.	(18)	Up	Zool 2 (Gremlin Graphics)	FG93%
10.	(6)	Down	Mortal Kombat (Virgin)	74%
11.	(-)	New	Award Winners - Gold Edition (Empire)	10/10
12.	(-)	New	Championship Manager Comp (Domark)	Not Reviewed
13.	(9)	Down	Sensible Soccer 92/93 (Renegade/Mindscape)	80%
14.	(-)	New	Innocent Until Caught (Psygnosis)	67%
15.	(13)	Down	Jurassic Park (Ocean)	70%
16.	(10)	Down	Championship Manager Italia (Intelek)	85%
17.	(7)	Down	Winter Olympics (US Gold)	70%
18.	(11)	Down	The Blue and the Grey (Impressions)	52%
19.	(8)	Down	Championship Manager '93 (Domark)	82%
20.	(19)	Down	The Chaos Engine (Renegade/Mindscape)	FG90%
21.	(14)	Down	Simon the Sorcerer (Adventure Soft)	84%
22.	(15)	Down	Micro Machines (Codemasters)	FG90%
23.	(-)	Re	World Class Cricket (Audiogenic)	78%
24.	(25)	Up	European Champions (Ocean)	73%
25.	(-)	Re	Sim City Deluxe (Infogrames)	Not Reviewed
26.	(20)	Down	Lemmings 2 (Psygnosis)	FG94%
27.	(-)	Re	Combat Air Patrol (Psygnosis)	84%
28.	(21)	Down	Premier Manager (Gremlin Graphics)	87%
29.	(-)	Re	War in the Gulf (Empire)	78%
30.	(-)	Re	European Superleague (CDS)	Not Reviewed

Chart compiled by Gallup

A1200 AND CD[32] GAMES

Top Ten A1200 Games

1.	Brutal Sports Football (Millennium)	77%
2.	Ryder Cup Golf (Ocean)	FG91%
3.	Sim Life (Mindscape)	86%
4.	Jurassic Park (Ocean)	70%
5.	Star Trek: 25th Anniversary (Interplay)	50%
6.	Civilization (Kompart)	FG95%
7.	Simon the Sorcerer (Adventure Soft)	84%
8.	Alien Breed 2 (Team 17)	80%
9.	Second Samurai (Psygnosis)	9/10
10.	Pinball Fantasies (21st Century)	80%

Top Ten CD[32] Games

1.	Microcosm (Psygnosis)	87%
2.	Liberation: Captive 2 (Mindscape)	FG91%
3.	The Chaos Engine (Renegade/Mindscape)	FG92%
4.	Nick Faldo's Golf (Grandslam)	82%
5.	Project X/F17 Challenge (Team 17)	84%
6.	Alien Breed Special Edition/Qwak (Team 17)	86%
7.	Sensible Soccer 92/93 (Renegade)	FG93%
8.	Summer Olympix (Microvalue Flair)	46%
9.	Seek and Destroy (Mindscape)	83%
10.	The Lotus Trilogy (Gremlin Graphics)	FG90%

Chart compiled by Gallup

WEM-BER-LEY, WEM-BER-LEY

Sports fanatics Audiogenic Software are the latest softies to announce the release of a footy game prior to the World Cup in June.

Wembley International Soccer will be available for A1200 and CD[32] machines only and offers both overhead and side-on views of the action. The game features 50 international teams, a two-player mode and picture-in-picture screen displays.

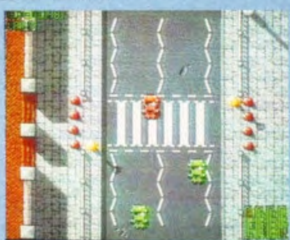
Audiogenic secured the rights to use the Wembley name after three years of negotiations with the stadium's owners and are planning a whole range of sports titles bearing the Wembley name for release later this year.



Wembley International Soccer **is the first of what Audiogenic hopes will be a string of sports simulations bearing the Wembley name.**

TOP-DOWN RACING FEVER

Frustrated by a lack of publisher interest in their new Amiga games, top coders Arcane Software Developments (ASD) are setting up their own publishing arm – Arcane Entertainment. ASD's first solo project is a top-down racing game called *Turbo Trax*, which is being released in conjunction with Daze Marketing. The game features five different race scenarios - Forest, Desert, Urban, Indy Car and Arctic - multi-directional scrolling, computer-controlled and opponents whose driving prowess ranges from aggressive to downright destructive. *Turbo Trax* is released in May. Contact Daze on 071-328 2762.



Turbo Trax **is the first game from ASD's new publishing house.**

CHART CHAT





DJ, Rob gamesy games playing bloke spins the disks.

BLAM! *MANCHESTER UTD Premier League* shoots straight into the chart this month at number two, dislodging *Frontier* in the process. According to Gallup Krisalis's new footy game is selling so well it could easily knock *Cannon Fodder* off the top pile next month. Not 'arf!

ALSO MAKING ITS chart debut at number five is Revolution Software's brilliant graphic adventure *Beneath A Steel Sky*. Expect to see a complete solution in the Gamebusters pages of *Amiga Format* very soon.

OTHER NEW ENTRIES include *Innocent Until Caught* featuring the bawdy adventures of Jack T Ladd (which is reviewed on page 74 of this issue) and the *Award Winners Gold Edition* which includes no fewer than three fantastic *Format* Gold winning games - *Zool*, *Jimmy White's Whirlwind Snooker* and *Sensible Soccer*.

WITH THE IMMINENT arrival of *Sim City 2000*, it's no surprise to see its predecessors *Sim City Deluxe* and *Sim Life* returning in the Amiga Chart. *Graham Gooch's World Class Cricket* also makes a seasonal reappearance, though this may have more to do with England's appalling showing in the West Indies as people rush out to see if they can do any better. Incidentally, Audiogenic are promising an updated floppy version of *World Class Cricket* in the summer with a CD[32] incarnation following close behind.

COMMODO CeBIT 94

THIS WAS THE 18th time Commodore exhibited at the prestigious CeBIT show in Hannover, Germany. Back in 1976 Commodore started out with pocket calculators, in 1977 they showed the first PET, once on the computer trail the company never looked back, always having one of the most exciting stands with products to match.

At this year's press conference Commodore revealed a new policy of only showing products which are close to completion. As a result, there were no work-in-progress or vapourware announcements, although there was still plenty to get excited about.

THOSE FIGURES...

First the bad news. The figures for the financial year 92/93 are disappointing as the worldwide turnover shrunk to £407 million resulting in a £245 million loss. However, the turnover in Germany alone at £187 million confirms Germany as the most important market.

"Commodore has had high profits for far too long and got used to high expenses," said Alwin Stumpf, the boss of Commodore Germany. The losses were blamed on the recession in Europe where Commodore traditionally sold 80 per cent of its worldwide production. Other contributing factors were said to be the abandoning of their PC range - which sold well in France - and the fall of European currencies against the dollar.

On the positive side these cost-cutting measures resulted in drastic expenditure savings of over 60 per cent worldwide, including a 50 per cent staff reduction. In Germany alone the staff has shrunk from over 500 to about 50 employees today. And over the last two years the six Commodore manufacturing plants have been concentrated in one big factory in the Phillipines.

All this completes the cost-cutting phase and commences the restructuring. Commodore renegotiated conditions with its suppliers, and Stumpf singled out Motorola as being the most understanding. All this gave Commodore some freedom and made it more attractive to investors.

THE AMIGA HOLDS STRONG

The positive figures have already been recorded during the first two 93/94 quarters in Germany which, together with the UK, are the two most profitable Commodore subsidiaries. Commodore International also has £21 million in capital. During this period the Amiga was the big profit maker while the losses were mainly from the PC which, according to Stumpf, was carried by Amiga for too long.

Since their introduction a year ago, 15,000 A4000 and 115,000 A1200 machines were sold in Germany alone which resulted in many software houses returning to the Amiga. Even though at 25,000 units sold the CD^{32} is not as successful as hoped, it can claim about 50 titles which, according to Stumpf, only now begin to show the CD^{32}'s full potential with games such as *TFX* and *Microcosm*.

MPEG took off with a bang as there are already some 30 movies in the CD format. There are also more than 1,000 Karaoke titles.

Commodore are going 'back to the roots' – for now just in Germany – by licensing Commodore's name to other companies for products such as typewriters and telephones, both of which were shown.

FAREWELL C64

And some sad news. It appears the C64 will be discontinued next year. The demand is still there and Commodore can continue to sell it for between £44 and b£50 and make profit, but the 5.25-inch drive is just getting too expensive to produce. The external floppy disk drive costs more than the machine so, reluctantly, Commodore are forced to bid farewell to the beloved C64.



The AD-3000 card in operation. This is part of a Personal Animation Recorder system from DSP allowing real time video capture direct to a custom hard drive.



The Commodore peripheral that nearly everyone has been waiting for.

ROOT OF THE RUMOURS

Stumpf also cleared up some rumours such as the Sony takeover. This started when a German television interviewer suggested that the CD^{32} would be a good product for Sony. The same goes for a RISC-based Amiga.

Commodore are continually talking to people about working together, but Stumpf reiterated that the Amiga will never turn into an MS-DOS compatible. Regarding other operating systems he did not dismiss them in the long run, but added: "Unix has cost this company dearly and we are, for now, cured from this virus...".

Refusing to comment on the A5000 or the new AAA chips, Stumpf said Commodore will be showing new products before the year is out. That may mean the Autumn WOC show in Cologne, Germany, which is now awaited with even more anticipation.

HOW MANY BITS IN CeBIT?

A lot! Contrary to popular belief the largest electronic show in the world is not CES or COMDEX, but CeBIT in Hannover, Germany. Celebrating its 40th anniversary this year the show welcomed a new record of 675,000 visitors with a total of 5,733 exhibitors from 52 nations.

Spanning eight days, CeBIT is held at the legendary Hannover exhibition grounds. These grounds are so big that they have their own train station, internal bus service and - for tired journos - a fleet of complimentary journalist taxi vans.

The number of halls increases every year, 25 at last count, some of them multiple football fields in size and several floors high. CeBIT is so successful that for the duration a hotel room in Hannover can't be had for love nor money because all big companies book complete hotels for the following year before they leave.

RE AT

TAKING A STAND

The large video wall beaming out an assortment of presentations dominated the Commodore stand as well as most of Hall Seven. The stand itself was roughly divided into two parts. One side sported scores of Amiga CD³²s running assorted newly-released games, while the opposite side showed the A4000T and the eager awaited A1200 CD-ROM. This is also where numerous third party companies showed off their wares.

CD³² was presented as a 'video, music and game machine', backed up by the first public showing in Germany of the MPEG module which turns the CD³² into a video player. This was demonstrated with a European release of Paul MacCartney's new video *Paul Is Live - In Concert*. In addition to the usual VHS release, this video is one of the first to simultaneously come out on Compact Disc.

The MPEG module allows for up to 74 minutes of video on a CD. It conforms to the White Book standard, making Amiga CD³² the first to comprise all current aspects of CD-ROM technology: music, video and games.

The module, priced at around £200, slides into the back of the CD³² which then recognises the CD type automatically. Sporting 1.5Mb of VRAM the device uses the C-Cube chip for MPEG decoding.

Commodore's confidence in the CD³² was shown in a head-to-head comparison. A CD³², a Sega CD and a Commodore-PC 486/33 with a CD-ROM all ran *Microcosm* with CD³² inching in front of the PC and leaving the Sega in the dust.

A solitary A4000T hiding under the table was quite hard to spot. A side panel made of clear plastic revealed the insides of this high-end video computer running *DOS 3.1* and *KickStart 40.70.*

The A4000T comes with a 25MHz 68040 and 6Mb of RAM expandable to 16Mb on board and 2Gb using cards. There is room for five Zorro II or III cards, two video slots, three PC/AT slots and the 200-pin processor slot. The machines comes with both IDE and SCSI-2 controllers the latter being of 16-bits wide SCSI variety.

As standard, the A4000T supports both PAL (European) and NTSC (American) video signals. The A4000 is currently getting a lot of publicity in Germany where Commodore sponsor the *SeaQuest DSV* television series. A touch-screen display demonstrated how various effects were created for the show, 40 per cent of which were done with the A4000.

Also shown was the latest Commodore bundle, Clip Maker, including an A1200, genlock and software. Aimed at the semi-professional and home user, it contains everything needed for cutting, titling, and creating various video effects. Clip Maker is available now for £720.

LET'S PARTY

Third parties also concentrated on Amiga video applications. Eureka from Holland (010 31 463 70800) presented The Communicator, a serial interface between CD³² and any Amiga, with MIDI thrown in for good measure. It plugs into the CD³²'s keyboard connector providing a through socket and making CD³² appear to the Amiga as an external CD-ROM. CD³² can then be controlled from other programs, used to play audio or MPEG tracks, and even view AGA video images.

Scala, the popular presentation program, already has an EX module for it. Priced at £100 The Communieator is available now.

Eureka also showed Afterburner, the first 50MHz 4000/30 accelerator, and Photo Lite CD, a £60 CD used to view PhotoCDs on a CD³² or any CD-ROM equipped A1200 or A4000.

> "Commodore's confidence in CD³² was shown in a head-to-head comparison with a Sega CD and a PC with CD-ROM all running *Microcosm*."

Delta Concept from Germany (010 49 2159 968830) showed a video post production editing system. *Computer Aided Video Editing* (*CAVE*) is a software/hardware interface which support Sony (Control-L), Panasonic and PC-VCR connectors. *CAVE*, priced at £220, requires at least 1Mb and Workbench 2.0. Digital Processing Systems from the US (UK number: 0252 718300) exhibited new PAL versions of their professional line up.

DR-3150 is a DSP Personal Animation Recorder card which plugs into a Zorro slot and records/plays back video in real time from a hard drive. The complementary AD-3000 card performs real time video capture storing typically between 3-5 minutes of video on a 500Mb HD. In Germany, DR-3150 goes for DM 5,750 (£2,300) and AD-3000 for DM 3,000 (£1,200).

VillageTronic from Germany (010 49 506670130) showed their legendary Picasso II graphic card. The helicopter animation demo has to be seen to be believed. The card, priced at £260, supports freely selectable Workbench resolutions of up to 1600 x 1300 pixels, comes with assorted program drivers and includes a copy of the *TVPaint Junior* painting program.

GVP from the US (0101 215 3378770) need no introduction. Exhibiting through their German representative, DTM, they presented a number of products. EGS-28/24 Spectrum is a high-performance 24-bit card going way beyond AGA. TBC+, or Time Base Corrector, is a digital video processing card including true colour digitiser. For speed freaks the Turbo+ accelerator comes in 40MHz and 50MHz versions.

Finally on a lighter note, we all know the obnoxious 'Intel inside' advertising campaign where certain computer manufacturers proclaim their inferiority by attaching the aforementioned sticker to their machines.

German Amiga and Atari fans quickly turned this around by using identically designed 'Intel OUT-side' stickers on their machines. This led to a hilarious moment when one such sticker on a A4000 was spotted by a couple of Intel 'suits'. They complained to a Commodore person at hand to the loud guffaws and general merriment among the surrounding Amiga fans which only made matters worse, or should that be funnier...

ALWIN WHO?

You may well ask, but Alwin Stumpf, the current boss of Commodore Germany, is one of the most experienced Chief Executive Officers in the industry. He made his name with the C64, by his own admission a computer still close to his heart.

However, when the Tramiel family left Commodore and bought Atari, Stumpf, like most other European Commodore chiefs, followed suit. This group defection caused one of the more acrimonious legal skirmishes between the two companies.

Stumpf was also responsible for the runaway success of the ST in Germany, but after many happy years there he parted company with the Tramiels, and Atari, in 1992. He then promptly returned to Commodore where his magic touch has already given Commodore a big lift.



Alwin Stumpf – Chief Executive Officer of Commodore in Germany.



The new TBC+ from GVP is a full digital video processing card.



This two monitor setup is GVP's total solution for video work. Hopefully they'll put the lid back on before they use it.

When Commodore launched the CDTV it looked like they were ready to lead the CD software revolution from the front. When they announced the CD^{32}, they took that lead. But when they went on to say that an A1200 CD drive wasn't planned, even faithful advocates of the Amiga began to look at other machines. Now, in a shock move, Commodore have revealed the machine to keep the Amiga where it deserves to be – out in front! Don Maple was there to see CD1200 unveiled, Marcus Dyson examines why Commodore changed their minds...



The Amiga 1200 CD-ROM drive gives CD^{32} compatibilty to owners of Commodore's entry level home computer. Despite eagerly anticipating the unit, UK users will have to wait until the Autumn to get their hands on the machine

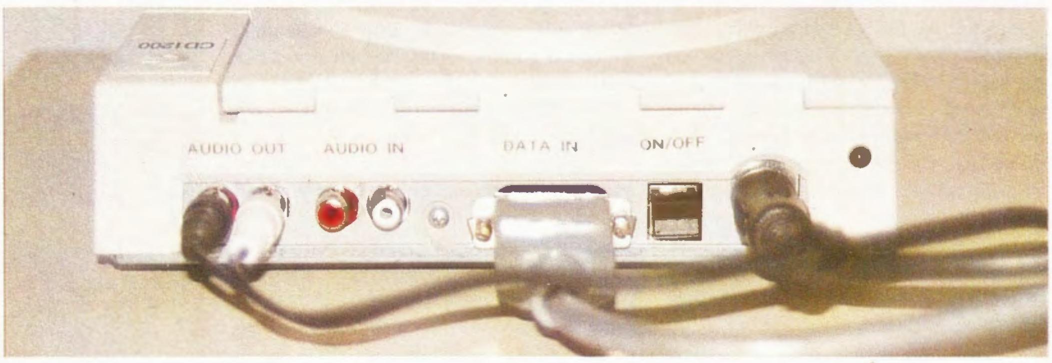
STOP THE RE WE WANT

THE BIGGEST NEWS at the CeBIT '94 show was the first public showing of the external CD-ROM drive for the A1200 which was introduced as 'the CD^{32} expansion for the A1200'. This was obviously a last minute decision since the press pack contained no information about it . It turns out the device shown was indeed a prototype, although the A1200 CD-ROM is expected to be in shops in Germany by the end of May at around DM 500 – which points at a £199 price in the UK.

The A1200 CD-ROM is identical in appearance to the CD^{32} drive except that instead of the CD^{32}'s wolf-black, it's colour-matched to the A1200. The CD1200 connects to the A1200 through the expansion port underneath the A1200. An interface module is plugged in and the CD-ROM connects to it with a cable which is threaded through the expansion port under and behind the floppy drive. The whole interface set-up is proprietary and supports the fast throughput needed to access the drive. The power to the CD-ROM comes from a separate power supply. Since the expansion slot is occupied, no turbo cards or other expansions can be plugged in.

A SIMM socket on the CD-ROM will take extra memory, most likely a 4Mb card. The drive contains the AIKIKO chip for full compatibility with the CD^{32}. AIKIKO converts PC chunky and Amiga planar colour modes. How, or for that matter if, the MPEG module will connect to the A1200 is unclear, since its expansion slot is already occupied. It appears that 'at this time' MPEG will not be feasible although 'with constant miniaturisation' it might be possible to integrate the MPEG module in future models of the A1200. This speculation, although plausible, has not been confirmed.

Otherwise, the CD1200 drive's specs match those of the CD^{32}. This means it's a double-speed multi-session drive. CD^{32} games do run on the A1200 with the CD-ROM



The back of the CD1200 reveals an Audio pass through, so that the Amiga's internal sounds can be augmented by CD soundtracks. The unit takes power directly, and has a separate on/off switch.



THE HISTORY OF AMIGA CD

AUGUST 1990 - ISSUE 13 Speculation about Commodore's rumoured CD-based Amiga CD is put to an end when the company announce the CDTV at the CES (consumer Electronics Show) in Chicago.

SEPTEMBER 1990 - ISSUE 14 Support for CD^{32} looks promising as Graham Brown-Martin, charman of Next Technology states, "Commodore has stolen a march on the rest of the industry with CDTV and has a real opportunity to become market leader."

NOVEMBER 1990 - ISSUE 16 CDTV arrives, or sort of. Commodore place 1,000 machines in UK homes to test audience response. The sales launch is planned for February 1991 and Commodore claim that 100 titles will be ready by this time. *Amiga Format* publishes an extensive feature on the titles that are ready so far.

JULY 1991 - ISSUE 24 CDTV finally arrives, months late, at a cost of £599. *Amiga Format* brings the world the first feature on the unit, and concludes that it is the quality of the software which will seal the machine's fate. Commodore promise an A500 CD-ROM drive by September.

JUNE 1992 - ISSUE 35 The A570 (still known as the A690) finally makes an appearance, price £300. *Amiga Format* secures five to give away in a competition.

FEBRUARY 1993 - ISSUE 43 As part of our Future Amigas feature, we posit the theory that Commodore are developing a CD-based games console featuring the then new AGA chipset. Our artists impression is so close to the truth that Commodore begin a worldwide investigation of their subsidiaries to discover who leaked the secret to us. in reality it was ex-MD of Commodore UK, Kelly Sumner.

SEPTEMBER 1993 - ISSUE 50 CD^{32} arrives! We publish specs and interior photographs while other magazines make do with Commodore press shots.

OCTOBER 1993 - ISSUE 51 We give away a 20-page full colour CD^{32} supplement.

MAY 1994 - ISSUE 59 We launch Amiga CD^{32} magazine.

VOLUTION TO GET ON!

attached, although some incompatibilities have been spotted. A few of the newer CD^{32} games appear to dislike the A1200's Fast RAM expansion on a PCMCIA card! Once the PCMCIA card is removed the games run without problems. This points to a possible bus contention or even a bus overload. It remains to be seen how this problem can be solved. But since PCMCIA RAM is only 16-bit, and it actually slows down an A1200, these cards are not common, and the CD1200's SIMM sockets allow for alternative memory expansion.



At CeBIT, the CD-ROM drive was controlled with what appeared to be a preliminary version of *AmigaDOS 3.1*. The new DOS has CDFileSystem, thus both CDTV and CD^{32} drives are supported.

With Commodore claiming to have a CD^{32} drive for the Amiga 4000 machines 'by the end of 94' it's only a matter of time before all Amigas can join the CD revolution. The extra expansion capability of the big box machines means that A4000 CD drives will have Full Motion Video (FMV) compatability built in.

The CD1200 got its UK debut on April 10th at the ECTS (European Computer Trade Show). It was placed in the corner of the busy Commodore suite unheralded, unattended and apparently unloved.

Commodore's UK MD David Pleasance made much of the fact that the CD1200 was not, and never would be, Full Motion Video capable. Mr Pleasance is a great advocate of FMV, and he has stated several times, including within this magazine, that he would not be happy to market a unit that was not capable of running video CDs.

It is unclear whether the decision to put CD1200 on sale in the UK is something Mr Pleasance is happy about, or whether he is working under instructions from Commodore International in the US. Whatever the case, CD1200 was not given the fanfare it deserved on its first UK airing and rather than rushing the product on to the market to meet the clamouring demands of A1200 owners, Commodore UK are giving a September on sale date.

Our readers have been inundating the office with letters demanding an A1200 CD^{32} drive since Mr Pleasance's comments in Issue 57 implied that Commodore would not be launching a non-FMV compatible unit. If the CD1200 does go on sale in Germany in May, as stated at the CeBIT show, it is very likely we will see 'grey' imports of the machine on offer in the UK very shortly afterwards.

When pushed on Commodore's secrecy about the unit, especially when it was being sought after by so many A1200 owners, Mr Pleasance would only say: "We have to have some secrets." However, he conceded: "I know many people will be very pleased to hear about the planned launch of this product".

CD1200 is the most recent, and the most eagerly-awaited, in a series of launches that establish the Amiga as the finest home computer in the world.

WHAT TO EXPECT FROM CD SOFTWARE

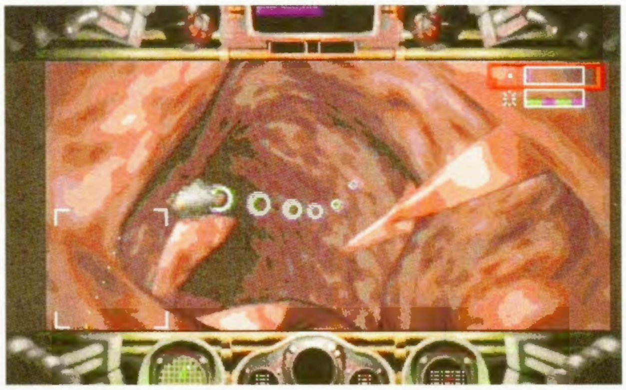
Marcus Dyson asks the important question: now CD1200 is here, what can we hope to run on it? Here he comes up with some very encouraging answers...

MOST OF THE software titles currently available for Amiga CD are games. There's a simple reason for this – the only successful Amiga CD machine so far has been the CD32, and it is a games console.

The CD32 comes with neither a mouse nor a keyboard, but most non-games software needs both of those peripherals. In fact, in our sister magazine *Amiga CD32*, I personally wrote a damning review of T*he Games and Goodies* series of discs for claiming to be CD32 discs, when in fact they required both the aforementioned items of hardware. While I stick to my guns – they are useless to your average CD32 owner – for CD1200 users they will be superb discs.

There are a great many similar CD Public Domain software collections from *CDPD* itself through to the excellent *17-Bit Collections* compiled by Almathera. These discs, which were originally aimed at CDTV (with keyboard/mouse) owners offer a superb collection of software to CD1200 owners at the drop of a hat, and all for a bargain price. With the advent of the CD1200 we can expect to see these discs offering more Workbench 2 and 3 and AGA software.

***Microcosm* from Psygnosis: although it left something to be desired in the playability stakes, it has set the standards all other Amiga CD games have to match.**



As for applications software, there are no clear indications of what to expect. Even in the Mac and PC markets, where CD has had a bit of a head start on 'serious' machines, applications developers have still not quite figured out what to do with CD-ROM.

One clue might come from Virtual Reality Labs. The company behind *Distant Suns* (reviewed on page 117 of this issue) have released a CD-ROM version of *Vista Professional*. The disc contains not just the program itself, but also *Terraform* – a landscape sculpting package, *Makepath* – a *Vista* animation tool, and masses of DEM files. DEMs or Digital Elevation Models are data files that allow *Vista* to render not just random fractal landscapes, but scenes from the real world too. All previous versions of *Vista* have included some DEM files, but the CD version has oodles of them, even including scenes from the planet Mars and the Alps.

This process of supplying applications software on CD with support files can be expected to extend to programs such as DTP and word publishing packages, which could come complete with large font and clip art collections on disc. 3D programs could be supplied with a huge range of tectures and objects. Programs could even ship with on-disc interactive tutorials.

But for now, games are the staple of the Amiga CD market, and there's nothing wrong with that. Just wait till you've tried *Skidmarks* CD32 with its 256-colour track and increased number of tracks and cars, or *Arcade Pool* CD with its sampled pub ambiance. The CD game playing experience really is a step further on from its floppy disk based counterpart. And we've only just begun.

At present, CD games are often just floppy ports, but as Christmas '94 approaches we can expect to see an increasing number of CD specific games. Psygnosis' *Microcosm* has shown the way, and if we get games on a graphical par with that, but with the playability of *Hired Guns*, *Skidmarks* or *Cannon Fodder* we are certainly in for a good time... no. Make that a great time!

YES, BUT IS THERE ANY SOFTWARE?

There's no denying it, CD32 software took a while to arrive. But now it's flowing, and it's flowing fast. There are already over 50 titles available, and some 200 more are in development. The arrival of CD1200 can only serve to increase the number of new CD titles appearing in the coming months. This list is just titles that are due to be released in the first half of this year.

OUT NOW

1	Alfred Chicken	Mindscape
2	Alien Breed SE/Qwak	Team 17
3	Arabian Nights	Krisalis
4	Brutal Football	Millennium
5	Bubba 'n' Stix	Core Design
6	Castles 2	Interplay
7	Chambers of Shaolin	Grandslam
8	Chuck Rock	Core Design
9	D/Generation	Mindscape
10	Dangerous Streets	Flair
11	Deep Core	ICE
12	Defender of the Crown 2	CBM
13	Dennis	Ocean
14	Diggers	Millennium
15	Disposable Hero	Gremlin
16	Fire Force	ICE
17	Fire & Ice	Renegade
18	Fly Harder	Krisalis
19	Global Effect	Millennium
20	Grolier's Encyclopedia	Grolier/CBM
21	Guinness Disk of Records	Guinness
22	IK+	System 3
23	Insight Technology	Optonica
24	James Pond 2: Robocod	Millennium
25	Labyrinth of Time	Electronic Arts
26	Liberation: Captive 2	Mindscape
27	Lionheart	Thalion/Extender
28	Lotus Turbo Trilogy	Gremlin
29	Microcosm	Psygnosis
30	Nick Faldo's Golf	Grandslam
31	Nigel Mansell	Gremlin
32	Ninja 3	System 3
33	Now Games	MultiMedia Machine
34	Now Games 2	MultiMedia Machine
35	Oscar	Flair
36	Overkill/Lunar-C	Mindscape
37	Pinball Fantasies	21st Century
38	Pirates Gold	Microprose
39	Prey	Almathera
40	Project X/F17 Challenge	Team 17
41	Ryder Cup Golf	Ocean
42	Seek & Destroy	Mindscape
43	Sensible Soccer	Renegade
44	Seven Gates of Jambala	Grandslam
45	Summer Olympix	Microvalue Flair
46	Super Putty	System 3
47	Trivial Pursuit	Domark
48	Trolls	Flair
49	Whales Voyage	Flair
50	Wing Commander	Electronic Arts
51	Zool	Gremlin

COMING SOON

1	Alien Breed 2	Team 17
2	American Football	Plattsoft/CBM
3	Arcade Pool/Superfrog	Team 17
4	Baldy	Creative Edge
5	Battle Chess	Interplay
6	Beavers	Grandslam
7	Brutal Soccer	Millennium
8	Bubble & Squeak	Audiogenic
9	Caesar Deluxe/Cohort 2	Software Inspiration
10	Cannon Fodder	Virgin
11	Captain Dynamo	Codemasters
12	Chaos Engine	Renegade
13	Cartoon Collection	Codemasters
14	Connoisseur Fine Art	Lacelles
15	Dark Seed	Cyberdreams UK
16	Dennis & Gnasher	Alternative
17	Desert Fighter	System 3
18	Dizzy Collection	Codemasters
19	Donk Special Edition	Supervision
20	England World Cup 94	Grandslam
21	Euro Champ Football	Ocean
22	Evasive Action	Mindscape
23	Exile	Audiogenic
24	Fire and Ice	Renegade
25	Flimbo's Quest	System 3
26	Frontier: Elite 2	Gametek
27	Fury of the Furries	Mindscape
28	Genesis (prov title)	Microvalue Flair
29	Golden Collection	Microvalue Flair
30	Gulp!	ICE
31	Gunship 2000	Microprose
32	Herewith The Clues	Domark
33	Humans 1 & 2	Gametek
34	Incoming	Millennium
35	Inferno	Ocean
36	James Pond 3	Millennium
37	Jurassic Park	Ocean
38	Legacy of Sorasil	Gremlin
39	Liverpool Football	Grandslam
40	Lost in Eden	Virgin/Cryo
41	Lost Vikings	Interplay
42	Magicland Dizzy	Codemasters
43	Man Utd Premier League	Krisalis
44	MegaRace	Mindscape/Cryo
45	Myth	System 3
46	No Second Prize	Thalion/Extender
47	On The Ball	Daze
48	Overdrive/Assassin SE	Team 17
49	Premiere	Code Design
50	Putty Squad	System 3
51	Reunion	Grandslam
52	Rise of the Robots	Mirage
53	Sabre Team	Krisalis
54	Second Samurai	Psygnosis
55	Simon the Sorcerer	Adventure Soft
56	Skeleton Krew	Core Design
57	Wembley Soccer	Audiogenic
58	Soccer Kid	Krisalis
59	Speedball 2	Renegade
60	Super Loops	Audiogenic
61	Super Methane Brothers	Thalion/Apache
62	Super Stardust	Daze
63	Surf Ninjas	Microvalue Flair
64	TFX	Ocean
65	Total Carnage	ICE
66	Tracksuit Manager 94	Alternative
67	Turrican 3	Renegade
68	Ultimate Body Blows	Team 17
69	Uridium 2	Renegade
70	Video Creator	Almathera
71	World Class Cricket	Audiogenic
72	Zool 2	Gremlin

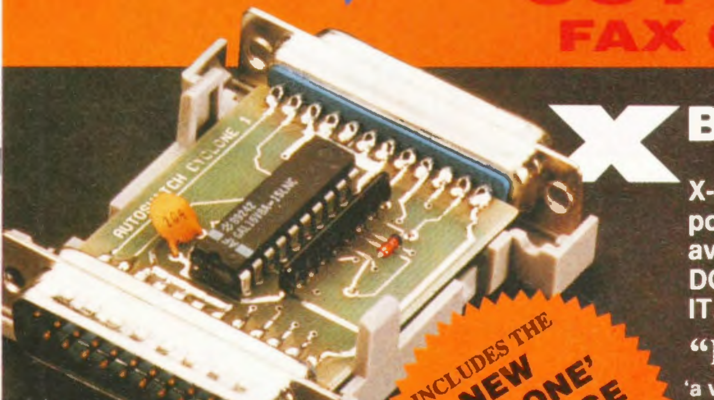
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Sending private messages should be an absolute right, but electronic snooping means your E-mail is not as safe as it should be. Chris Cowan looks at software that ensures your secrets stay that way and reveals why the FBI don't like it.



Even your E-mails could be subject to surveillance.

A SECRET *Service*

THE SECRET SEVEN used invisible writing, but if you want to guard an Amiga text file from prying eyes, you need something called *Pretty Good Privacy (PGP)*.

Pretty Good Privacy is a Public Domain public key cryptographic program that provides authentication and also secrecy by scrambling text files in an instant and which also lets you send E-mail that only the recipient can read.

PGP is available for the Amiga, UNIX machines, PCs, VMS/VAX, and Atari ST and is the standard tool on the Internet for ensuring the privacy of your E-mail.

Cryptology is the science of secure communications, which usually means secret communications. Because much of the terminology comes from the time when only written messages were being made secret, the source information, even if it is computer data, is called plaintext.

A key is used to change the plaintext into an unreadable jumble of symbols called ciphertext. The key is a rule for replacing a letter, word or phrase with another object, and the key is secret known only to the sender and receiver. This process of changing plaintext into ciphertext is called encryption or encipherment. The process of changing ciphertext back into plaintext is called decryption or decipherment.

There are two more terms that need defining: cryptography and cryptanalysis. Cryptography is the study of the theories and techniques of encrypting then decrypting information with the secret key. Cryptanalysis is the science or art of recovering information from ciphers without knowing the secret key. Cryptology is a catch-all term describing both cryptography and cryptanalysis.

Julius Caesar had one of the earliest secret codes or ciphers. In it letters of the alphabet were substituted with another letter three places along, so the letter A was replaced by D, the letter B by E, and so on.

If Julius Caesar wanted to send the following message in code the plaintext version would be:

FORGOT TO BUY AMIGA FORMAT, CAN I BORROW YOURS?

Which in ciphertext would read:

IRUJRW WR EXB DPLJD IRUPDW FDQ L ERUURZ BRXUV

In retrospect, Julius might have been better off trying to find out what Brutus was up to than borrowing *Amiga Format*. He should have taken out a subscription. But encrypting messages plays as important a part in modern industrial and political intrigue as it did in the various shenanigans of the Roman Empire. Perhaps your company has industrial secrets, or you are a member of an environmental or political group which deals with sensitive information, or it may be that you just want to keep your E-mail from prying eyes.

For many businesses being first in the marketplace means the difference between success or failure. New product information leaking out can be of great benefit to competitors, but using a security system such as *PGP* on files protects them.

Most people assume that E-mail and files stored on their computer are of no concern to anyone else. You would be wrong. A survey in *Mac World* in August 1993 said that 21 per cent of employers admitted checking on employees by looking through work files and/or E-mail. And, in January 1990, Alana Shoars, an E-mail administrator, was dismissed by Epson America shortly after complaining that the company was invading employees' privacy by monitoring their E-mail .

If you send personal E-mail it travels through a number of computers to finally be placed on someone's private machine. Any system through which the mail travels can copy the message. You ensure confidentiality by secure encryption of the contents, but who might read your E-mail?

Most invasions of privacy is casual, by crackers and system administrators dipping into your E-mail messages. But there are also professionals whose job it is to eavesdrop and to intercept communication. MI6 has allegedly read all telegrams out of Britain since the turn of the century and later when telexes appeared they were also monitored. There is no reason to believe that public computer networks are not monitored in the same way.

There was a fad at one time on the Internet to have 'spook fodder' appended to the end of postings to newsgroups. This

FBI TELEPHONY ACT

The FBI Telephony Act was first proposed in May 1992 but was subsequently defeated in Congress. The Bill, an amendment of the 1934 Communications Act, stated: 'Providers of electronic communications services and private branch exchange [PBX] operators shall provide within the United States capability and capacity for the Government to intercept wire and electronic communications when authorised by law.'

The reason behind the Bill was that the FBI had become worried they wouldn't be able to extract individual telephone calls that use digital technology from multiplexed signals on fibre optic telephone lines.

Although the bill appears to refer to digital telephony it actually applies to all forms of communication since a provider of electronic communications would include telephone companies, any business with a PBX, Bulletin Boards, Internet, cellphone and pager companies. This means voice, E-mail, faxes, and pager information is targeted.

Under the proposals manufacturers of telephone hardware have to provide some way of making tapping undetectable without a degradation of service and all at their own cost. Businesses would have to replace their PBXs with new, tappable, ones, and telephone companies would have to install new exchanges. Failure to comply would result in a $10,000/day fine.

In the US, in 1991, there were 856 phone taps, 356 by the FBI, and 500 by local police forces. There were also 7,000 incidents of law enforcement organisations being allowed access to billing information about telephone numbers dialled. Out of 138 million telephone lines in the US this means just 8,000 were tapped.

It makes you wonder why it is necessary for the whole telephone system to be changed for so few interceptions. Couldn't the FBI find another way to listen to the subjects under investigation? However, the Bill is far from a dead issue, and it is due to be reintroduced later this year.

was just a series of keywords that the National Security Archive and GCHQ would probably be looking for. The idea was that if everyone did this it would make it infeasible to monitor E-mail. An example of spook fodder could include:

—— BEGIN SPOOK FODDER——
kill, bomb, maim, clinton, major, semtex, ak-47, heathrow, heathrow, heathrow, plot, conspiracy
—— END SPOOK FODDER ——

The big weakness with spook fodder is that if the keyword is your name or E-mail ID then the Government will still be able to pick your E-mail out of the noise.

You may think that this is just a little paranoid and assume that the Government have better things to do than monitor your mail. You may argue that it is unlikely that you will answer the door one day to find a bloke from Special Branch holding a copy of an E-mail message that says John Major is dull and useless, and who asks: "What's all this then?".

You may be right, although a man in America allegedly had the Secret Service call at his door with a copy of an E-mail message he had sent suggesting that the world would be a much better place if someone killed the President .

At present the US National Information Infrastructure, or Information Superhighway is being set up, based on the latest hi-tech fibre optic communications systems. Its aim is to allow every American access to on-line information, Government databases and commercial services. There is an awareness of the need for confidentiality on this future network.

On 16 April 1993 the US National Institute of Standards and Technology (NIST) announced a proposal for an encryption standard called Skipjack or Clipper. The standard is used for non-classified communications whether they take the form of voice, facsimile, E-mail or computer files. AT&T (American Telephone and Telecommunications) have agreed to include Clipper chips in all their new secure telephone products. With the US Government and large firms like AT&T supporting it, Clipper will become a widely used, cheap standard.

However, Clipper includes a backdoor called the LEAF or Law Enforcement Access Field. This allows the police, FBI, NSA and other such organisations with a court order to get the secret key and decode whatever has been encrypted.

Some people think Clipper is a bad idea. It was designed by the NSA, so they can probably decode it and have a track record of not asking permission. Not everyone trusts the US government when it comes to privacy, primarily because of the FBI Digital Telephony Act (see the box on the facing page).

How does *PGP* compare to Clipper? A problem with Clipper is that the actual encryption method is secret and no-one is allowed to see it. This is in contrast to *PGP* which has the source code included in it so anyone can see how it works and in which people have been encouraged to try to find any weaknesses. *PGP* is widely recognised to be one of the most secure encryption systems.

A few words of warning. *PGP* is not something to mess around with if you don't know what you are at. Once you encrypt something it stays that way unless you have the secret key, so read the users' guide. Start with volume one – the Essential Topics – and continue through the Special Topics guide. Both are pretty interesting and both contain some useful information. If you have access to the Internet have a look in alt.security.pgp.

There are key servers on the Internet to which you can mail your public key. You only need to send it to one as they automatically replicate it to all the others. There are two in the UK:
pgp-public-keys@demon.co.uk and
pgp-public-keys@pgp.ox.ac.uk

PGP is the standard Internet E-mail encryption tool. It enables you to send secure E-mail and allows post to the Internet newsgroups to be authenticated because only you could have signed it. *PGP* is secure even from people with a Cray supercomputer and nothing better to do than pry, if you use the longest key length and make sure that you keep your pass phrase secret.

HOW IT WORKS

***PGP* stores the timings between keystrokes in a buffer and uses the 128-bit value for generating random session keys. This key is used in the IDEA cipher (a Swiss block cipher) to encipher the plaintext.**

IDEA is considered to be a particularly secure system because it uses a 128-bit key. The recipient's public key is used to encrypt the IDEA session key and this is sent along with the ciphertext.

For example, if Roger encrypts a message using Betty-Jo's public key he cannot decide later to decrypt it and add another paragraph, only Betty-Jo can now decrypt the message. Roger either has to create a second file and send both or edit the plaintext, encrypt that file and then send it.

When Betty-Jo receives the ciphertext she has to use her secret key to decrypt it. The secret key is stored encrypted for security reasons, a pass phrase is needed to decrypt it. That way if someone got hold of it, as long as they don't know the pass phrase, he or she would not be able to use it.

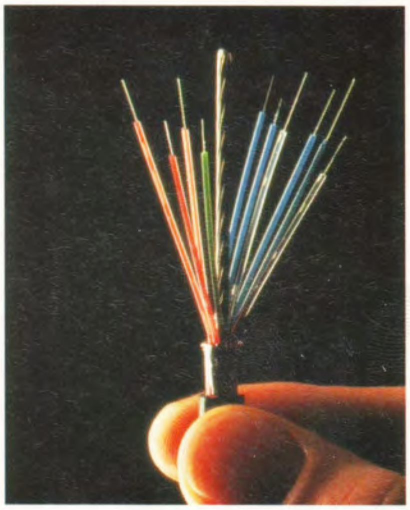
The secret key is encrypted with the IDEA cipher and when the pass phrase is entered it is put through MD5 (a message digest algorithm which generates 128 bits of data regardless of the length of the input data) to generate the IDEA key to decrypt the secret key.

MD5D is also used in *PGP* for signing plaintext. The 128-bit fingerprint of the plaintext is encrypted using the secret key to provide a 'signature' since only the owner of the secret key can encrypt the fingerprint. This is a faster method than signing the entire plaintext and provides authentication since it is not feasible to produce different plaintext that has the same fingerprint and therefore shows that the plaintext has not been tampered with.

BELOW: The Enigma machine, was used by the Germans in World War 2 to transmit orders in a supposedly unbreakable code. However, a group of thoroughly clever mathematicians lead by Alan Turing managed to crack the code, so the Allies could read the German orders within a few hours of them being transmitted.

BELOW RIGHT: The FBI want to get their hands on fibre optic communications.





HOW TO GET HOLD OF PGP

If you are into comms and would like to get hold of the Amiga version of the *PGP* program, we have made it very simple for you. All you have to do is log on to *Amiga Format*'s own BBS, Spong!, and download the archive containing the complete program and documentation.
Contact Spong! on 0225 311647.

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When buying a printer for your system it's always wise to check the dealers credentials first.....

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2. Are they on demonstration in store?
3. Do they supply OFFICIAL printer drivers?
4. Do they supply everything you need for immediate operation ie printer cable, paper etc.?
5. Can the dealer supply the authorised consumables
6. Will the dealer be able to offer after sales service?

COMPUTER WORLD answer yes to all the above questions, that is why we sold thousands of printers to Amiga owners in 1993 by offering expert advice, prompt delivery along with excellent after sales support.

COMPUTER WORLD are officially supported by CITIZEN, CANON, HEWLETT PACKARD, and STAR.

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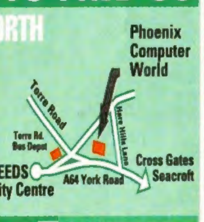
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THE GREAT AMIGA FORMAT VOUCHER OFFER



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Telephone: 061-724 7572

£100 discount

With comms becoming increasingly popular, a modem is high on every serious Amiga user's shopping list. Just think of all that lovely free software, and all that easily available information that could be at your fingertips.

There's no better modem for home use than the *Format* Gold-scoring US Robotics Sportster. It comes with a five-year warranty and BABT approval, which speak volumes for its reliability and quality. We use US Robotics modem in the *Amiga Format* office, and there's no higher recommendation than that.



Stereo Soundblaster amp and speakers from Siren Software

Telephone: 061-724 7572

£10 discount

Everyone knows that the Amiga is a great graphics workhorse, but its inherent musical capabilities are often overlooked. That may be because people usually hear the Mig through the puny cones of a 1084's speaker, or even worse, a portable TV. But it doesn't have to be that way.

Just imagine what *Skidmarks* would sound like if your Amiga had its own dedicated amplifier and 50 watt 3-way stereo speakers. Like you had a Harley in your living room. That's what! That's rock and roll! And that's what you get with Siren Software's Soundblaster.



Lightrave/Lightwave 3D from Ramiga International

Telephone: 0690 770304

£70 discount

When we reviewed this software, giving it a hugely massively large (big) 98 per cent, we said that it was expensive, but worth it. Think how much more worth it it will be if you get an equally huge £70 off the price! In the review we went on to say how it was our favourite piece of Amiga software ever, and advised the selling of vital bodily organs to raise cash to buy it. If you missed our review of it in Issue 58, get a copy now!

The amazing 3D package which created *Babylon 5* and *Seaquest DSV* is now £70 nearer your purchasing power.



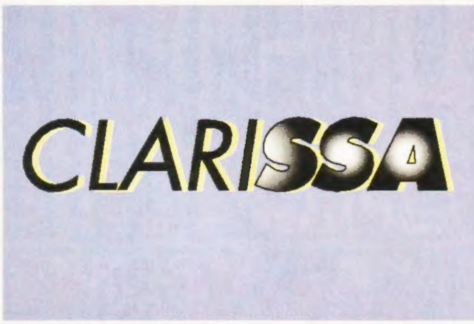
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Telephone: 0279 600204

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Most games are usually pretty expensive. But imagine a club where for a modest membership fee you could save loads of money on all the latest games releases, and on a pretty impressive back catalogue. That would be a really special offer in its own right. But now imagine also getting 10 per cent off the price of the first game you buy from that club.

The club is Special Reserve, see their advertisement on pages 8 and 9 of this issue to discover how great their prices are. Then get yourself a membership and save pounds.



ClariSSA from Burgess Video Group

Telephone: 0874 611633

£25 discount

Putting together animations can be a long and laborious task. But with a package like *ClariSSA*, it suddenly becomes a whole lot more manageable. With the power to change pallette with every frame, a play-back rate optimised for 25 frames a second and a built-in Amiga screen grabber, *ClariSSA* is every Amiga animator's dream. Add to that the fact that it uses ProDAD's own Super Smooth Animation format to give even better results, and even I want a copy.

Put your world in motion with *ClariSSA* at this special bargain price.



Adorage from Burgess Video Group

Telephone: 0874 611633

£25 discount

The Amiga has all the equipment and software you need to produce professional quality video work, or impressive multimedia presentations. But your work would be all the more impressive with super smooth title sequences. And that's exactly what *Adorage* delivers.

Using the same Super Smooth Animation system as *ClariSSA* (it's from the same developer – ProDAD) *Adorage* has a host of whirling and zooming effects which can be applied to text to give the most impressive titles you'll ever see. This is a great opportunity to pick it up for a song.

It's great getting new gear for your Amiga isn't it? But at this time of year, money's tight, especially if, like us, you're saving for your Summer hols. It's a long way till Christmas, so there's not much chance of getting an Amiga-related pressie either. So we've got together with some of the producers and distributors of the best Amiga gear, and organised some great money-saving offers. Marcus Dyson explains...



Vista Pro and Vista Pro Lite from Meridian

Telephone: 081-715 8866
£20 discount

This has to be one of the most fun Amiga programs there is. When we put an early version of *Vista* on our Coverdisk it was one of the most popular disks we have ever done.

This amazing fractal landscape program enables you to build your own scenery on your Amiga. Then you can animate them to create stunning fly-bys, or include them as backgrounds in your games, pictures or 3D renders.

Vista Pro requires a powerful set up, but *Vista Pro Lite* delivers most of the same features to users of standard A1200s.

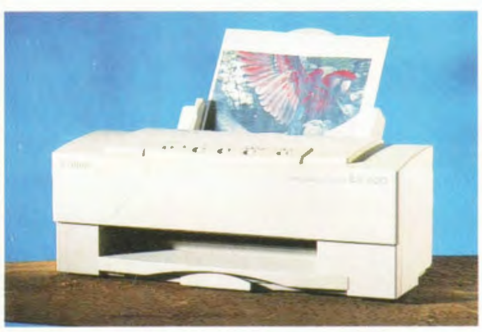


Megamouse 400 from Golden Image

Telephone: 081-365 1102
£25% discount

The Amiga mouse that comes as standard with the machine has always left something to be desired. It's much improved with the A1200, but even these rodents wear out eventually.

Whatever your reasons for needing a new mouse, you'll be shocked at the improvement from the Megamouse. Your DTP, word processing and general Workbench chores will all become easier. And your games scores will reach new records. There are few replacement mice that offer the same quality and value as the Golden Image Megamouse. A bargain with 25 per cent off!

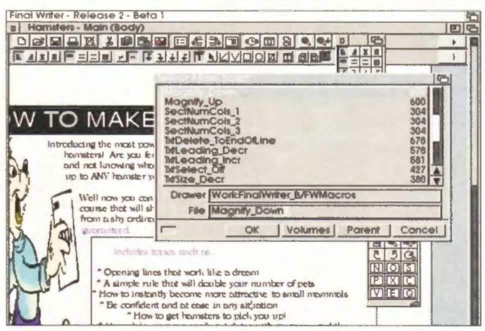


Canon BJC 600 from the Harwood Directory

Telephone: 0773 836781
£180 discount

There was a time when quality colour output from your Amiga was unaffordable. But now those days are gone. Canon produce a range of fine colour bubble jet printers which not only offer quality far beyond anything acheivable with a dot matrix printer, but they are much quieter too.

The jewel in the crown of this range of printers is the BJC-600, which offers colour at 360 dpi. Expensive, but worth it, and with £180 pounds off, it's a complete bargain. If your needs are more modest, call Harwoods to discover what else the Canon bubble jet range has to offer you.



Final Writer from Softwood

Telephone: 0773 521606
£60 discount

For years *Final Copy* and *Wordworth* have battled head to head for word processor supremecy. At present, it is *Final Writer*, the big brother of the *Final Copy* series which is in the lead by a head.

Final Writer is ideal for producing reports, theses, even novels and reference work. But its excellent graphics handling powers make it ideal for flyers and news sheets too.

Don't just sit their looking at the picture, turn to page 39 and read the review. Then get your hands on this fine, fully featured word processing package, for a mere £70.

HOW TO USE YOUR GREAT AMIGA FORMAT OFFER VOUCHERS

1 Decide what you want to buy. This is the easy part, with so many great products on offer, there simply has to be something for every Amiga enthusiast.

2 Make sure you can afford it. This may sound like obvious advice, but with such great discounts on offer it's easy to get a bit carried away and spend the gas money. Check your bank account first if you are in any doubt!

3 Refer to the suppliers advert. Check on this page, or on the voucher for details of the supplier. Most of these companies advertise regularly in *Amiga Format*. The ones who don't are software distributors, and they rely on dealers to advertise their products for them. The page numbers of the adverts in this issue are listed on this page and there is an advertisers index at the back of this issue.

4 Check out what other products the dealer has to offer, there's no point wasting a phone call (or stamp) calling him back (or writing) again when you could do it all in one call (or letter).

5 Call the dealer to check on the price and availability of the item you want. If the goods you want are in stock, you could save time (and the cost of a stamp, plus some paper and an envelope) by ordering by credit card. And remember, items bought with a credit card are often insured for a period of time (refer to card issuer's agreement).

6 If you live near to the dealer you have chosen, you might like to visit their premises and ask for a demonstration of the goods before you purchase. All the companies are Amiga specialists and will offer you any help they can with making a purchasing decision that is right for you.

7 If you don't order by credit card, write a letter ordering your product, and remember to enclose your voucher. Take a nice leisurely stroll to the post box and drop it in.

8 Sit back in your favourite comfy chair with a big mug of your favourite beverage and think of all the cash you've saved. You could always use it to take out a subscription to *Amiga Format*, the World's best, and most money-saving Amiga magazine.


And so it was that during the age of Ragnarok, Heimdall, beloved of the Gods, came to Earth from Valhalla to find the pieces of a Sacred Amulet - the power of which would banish the evil Loki from the viking lands.
It came to pass that Heimdall's quest was revealed in the mighty saga that is....
Heimdall 2
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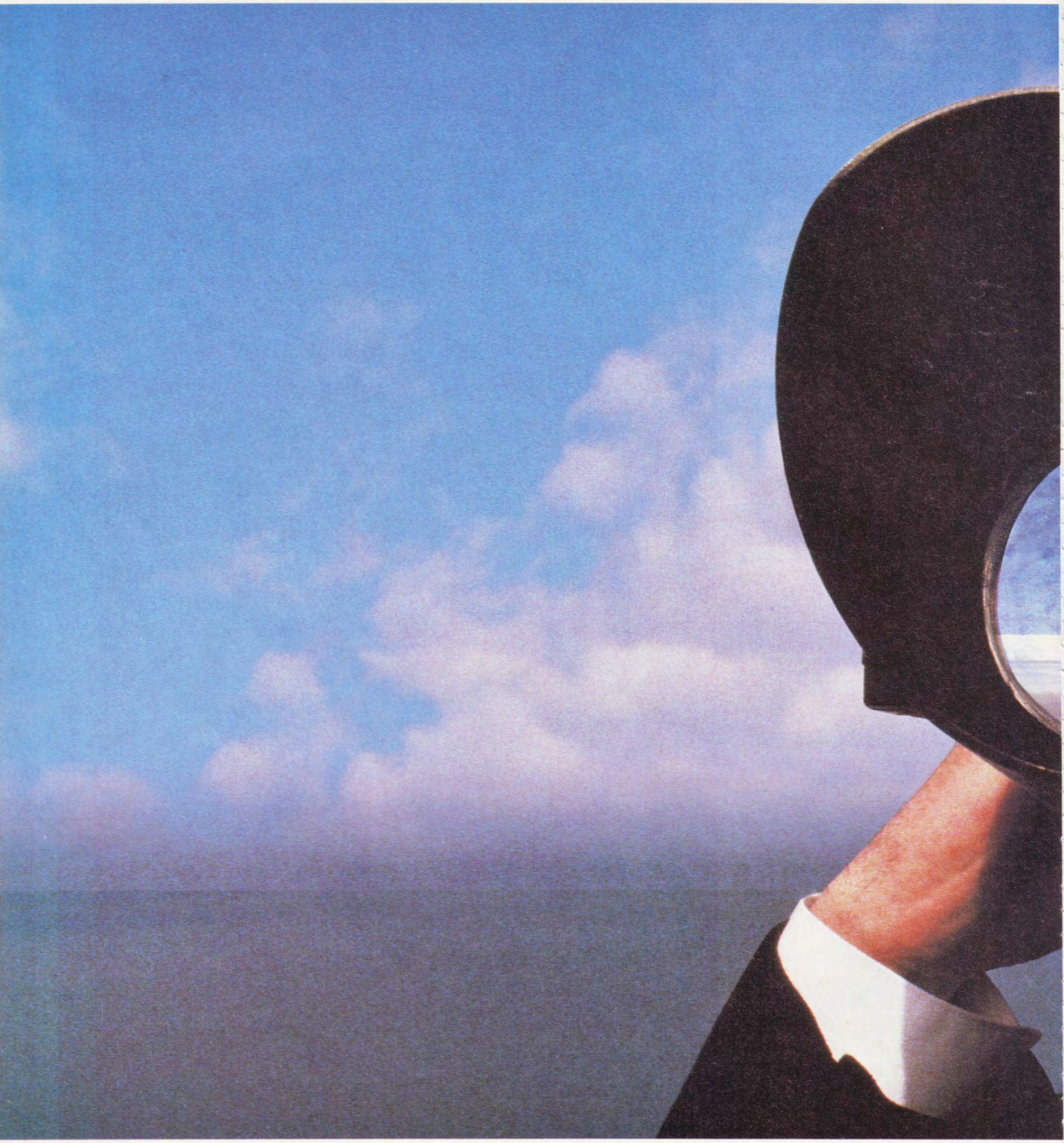
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Wordworth 3

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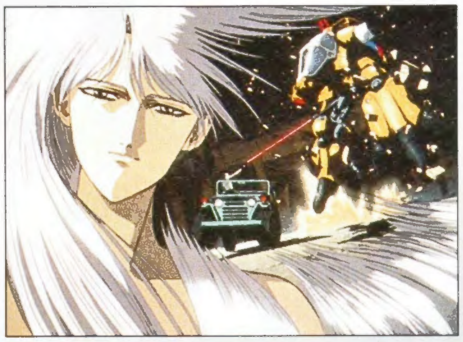
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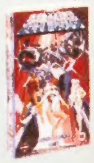
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WORKING WITH WORDS

Most Amiga owners use a word processor, even if it's only to write letters to their bank manager. But the two leading packages can do much more than that. John Kennedy tells you what makes a good WP program, and sets up Wordworth 3 and Final Writer to fight it out.

BROADLY SPEAKING, THERE are four different types of word processing program: text editors, word processors, page publishers and desktop publishers. A text editor is the simplest form of getting words into a computer. The standard Commodore program is called *ED* and the chances are you've used it quite a bit already. It's not particularly fast, and it's not particularly good, but it gets the job done.

Thankfully there are many alternatives, and some won't even cost you a penny. For starters, you should always check out the Public Domain libraries which have some excellent examples of freely distributable programs.

In particular keep an eye out for *GoldEd* which can give the commerical programs a run for their money. If you do want to spend money, shop around for the best deal on the following: *Cygnus Ed Professional* (used to enter these very words), *The Edge* and *TurboText*. All are very reliable and are powerful text editors.

Programming in particular is the field where a printer isn't required, but fast and efficient text entry is essential. Quick and clever block manipulation, multiple document views and good ARexx support are essential. *Cygnus Ed* is the editor of choice, with its superfast scrolling, vertical block editing, macro support and ARexx port, it takes a lot of the hard work out of entering source code.

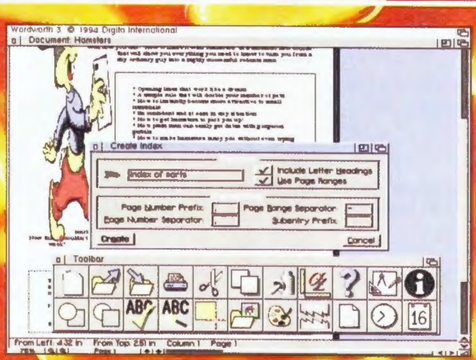
The word processor is becoming less and less popular as time goes by and computers become more powerful and graphically orientated. A word processor uses standard text on-screen, but differs from a text editor because of the inclusion of printer support, spelling checkers and text paragraph formatting.

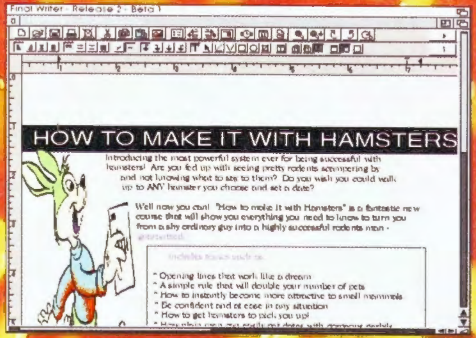
At the moment, *Protext* is the leader in the word processing field. And it is because it is available on just about every platform under the sun, from full blooded PC's to Amstrad NC200 laptops. Graphics support is neglible, but if you want a quick search and replace, with headers, footers and a thesaurus you know where to come. The only fonts supported are those your printer is capable of, which means you shouldn't expect to be able to create three-inch headlines on a bubble jet or dot matrix printer.

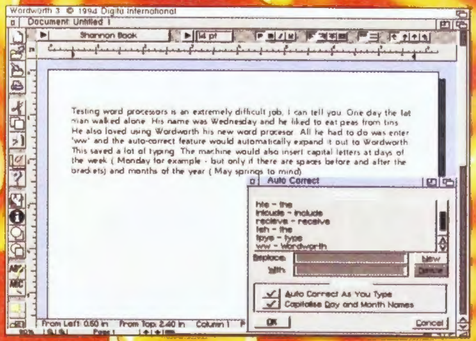
Other Amiga word processors include *Transcript*, *Kind Words*, *Final Copy* and *Pen Pal*.

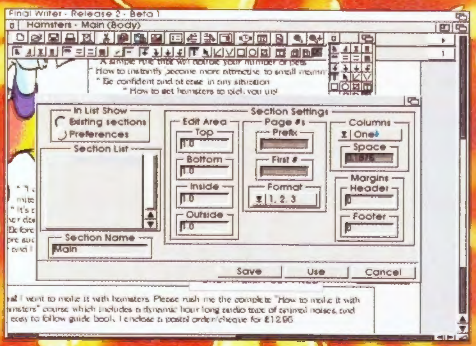
Page publishers or document publishers are definitely the new boys in town. They take a normal word processor, and add graphics and scalable font support to produce a text/graphics hybrid system.

Programs such as *Wordworth* and *Final Writer* (see reviews on page 42) take text processing right to the limit. You'll come across the term



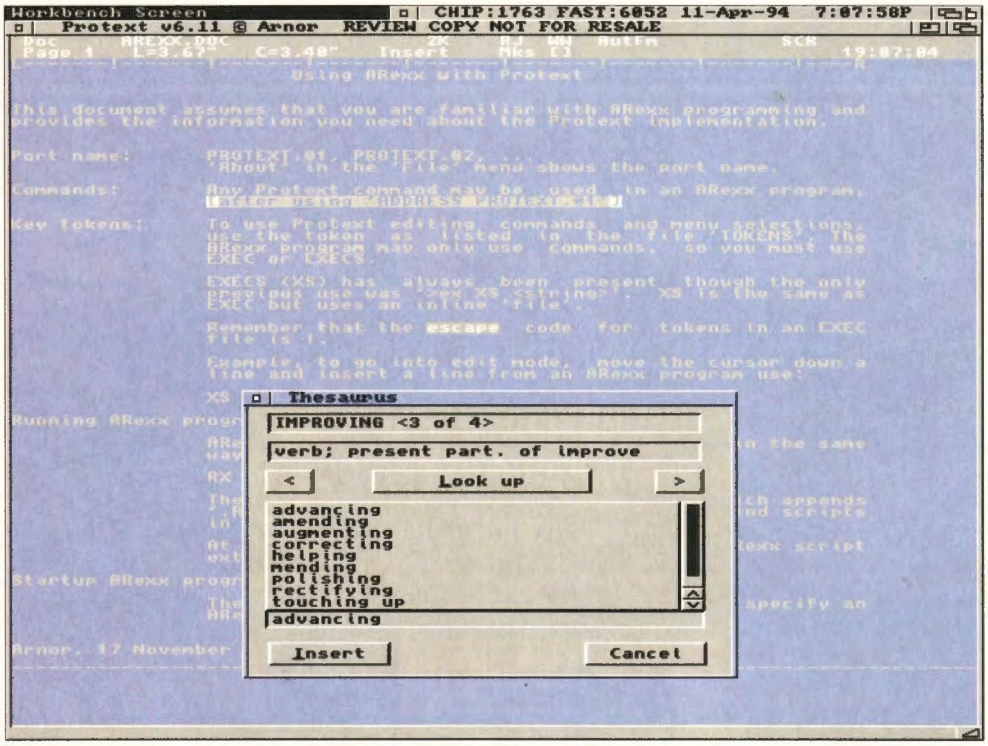




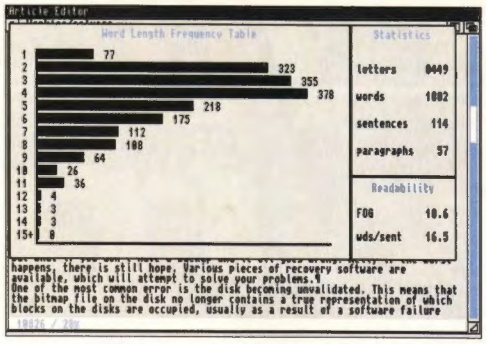


Both *Wordworth* and *Final Writer* take text processing to the limit. If you're interested in more than just writing text or code, these programs probvide a polished output much nearer to desktop publishing.

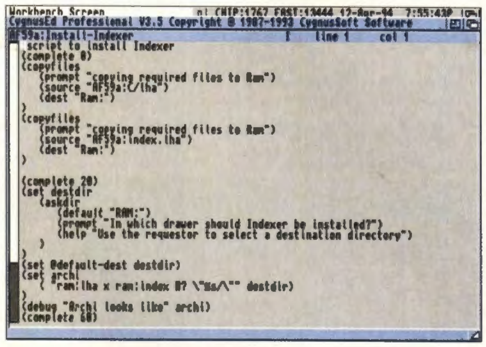
Continued overleaf



***Protext* certainly gets about a bit. It is probably the most widely available word processing program – there are versions for the PC, the Amstrad CPC and even for the NC200.**



***Article Editor* has no print function as it is a pre-processor for *ProPage*. It does have a useful analysis mode.**



***CygnusED* is the programmer's choice, mainly because it scrolls *really* fast and supports multiple documents.**

WYSIWYG – What You See Is What You Get – a lot with these programs, because unlike word processors they display the text on-screen using proper typefaces, and also show pictures using HAM8 graphics if necessary.

Because displaying true fonts and pictures is quite processor intensive, they are usually a good bit slower than word processors or text editors, and require a lot of memory. It is also usually essential for you to have a hard disk, especially when a lot of pictures are involved.

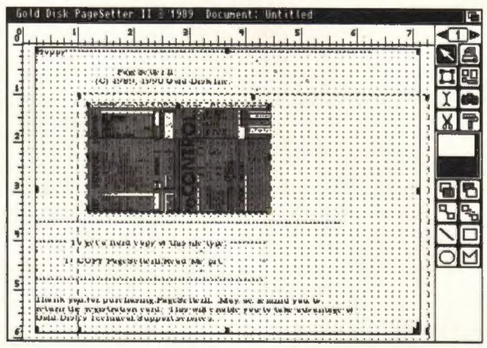
Desktop publishing (DTP) packages are under severe threat from the page publishers. The lumbering DTP programs of a few years ago can't compete with the best of today's page publishers. A DTP program is used when every possible aspect of a page needs to be designed from stratch. Text must be usable in multiple typefaces, and placed anywhere on-screen in user-definable areas.

Graphics support is of paramount importance, and the output from the program must be in a form which can be handled by professional printing bureaux. The favoured DTP programs were the *Professional Page* and *PageSetter* series, but with Gold Disk's withdrawl from the Amiga market, the leading program is now *PageStream*. The latest version of *PageStream* is imminent, and looks as though it will challenge the industry standard Apple Macintosh systems.

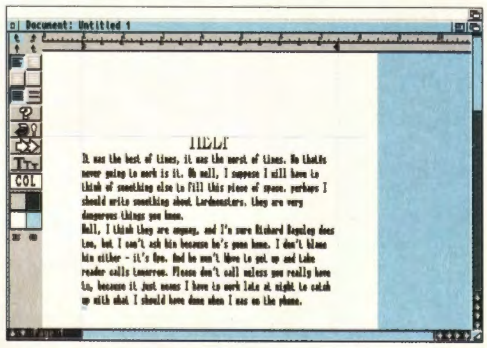
Bargain DTP programs (such as *The Publisher*) are interesting, but page publishers such as *Final Writer* and *Wordworth* are both much better. If you are serious about DTP, you will need extra memory (10Mb would be a figure to aim for) and a hard drive. A fast processor – 68030 or better – would be a good idea as well.

The TeX system creates documents in an entirely different way from other systems. It's more like a programming language, dedicated to creating a page output and is used extensively for producing mathematical and scientific output. An Amiga TeX system is produced by Radical EyeSoftware (0101 415 3226442).

Continued on page 42 ☛



***PageSetter* is a junior DTP package, which is quite adequate for most people's needs, although it's a bit slow.**



***Kindwords* is basically an early version of *Wordworth*. Text entry is quite slow compared to other packages.**

GETTING THE MOST OUT OF YOUR FONTS

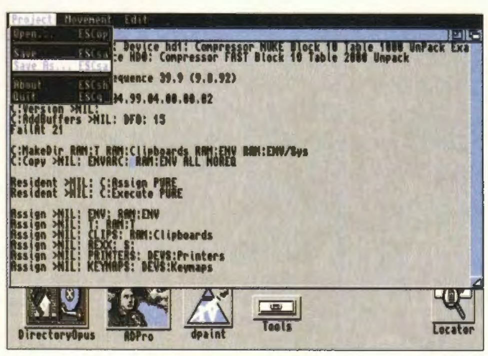
Text editors aren't bothered about fonts. Their job is to get words into the computer, and so what they look like when they are printed is irrelevant. Similarly, word processors normally only support the fonts which the printer is capable of. This makes for speedy printing of letters and reports, but not for terribly exciting output.

Unless you have a PostScript laser, most printers only have one or two typefaces built-in. Page publishers and DTP programs are designed to offer as much support for fonts and typefaces as possible. They usually come with a large collection, but they normally use a standard format which means other collections can be used as well.

The important thing about the fonts used by these programs is that they are scalable, so even when the font is enlarged to be used as a headline, or printed on a hi-res printer, no jaggies appear. The disadvantage is that processing the size and appearance of each character can take time, but with a fast Amiga (an A1200 is OK) this process is usually not too slow to be a problem.



The word Amiga is in a scalable font, but the word Format uses a bitmap font. Spot the difference?



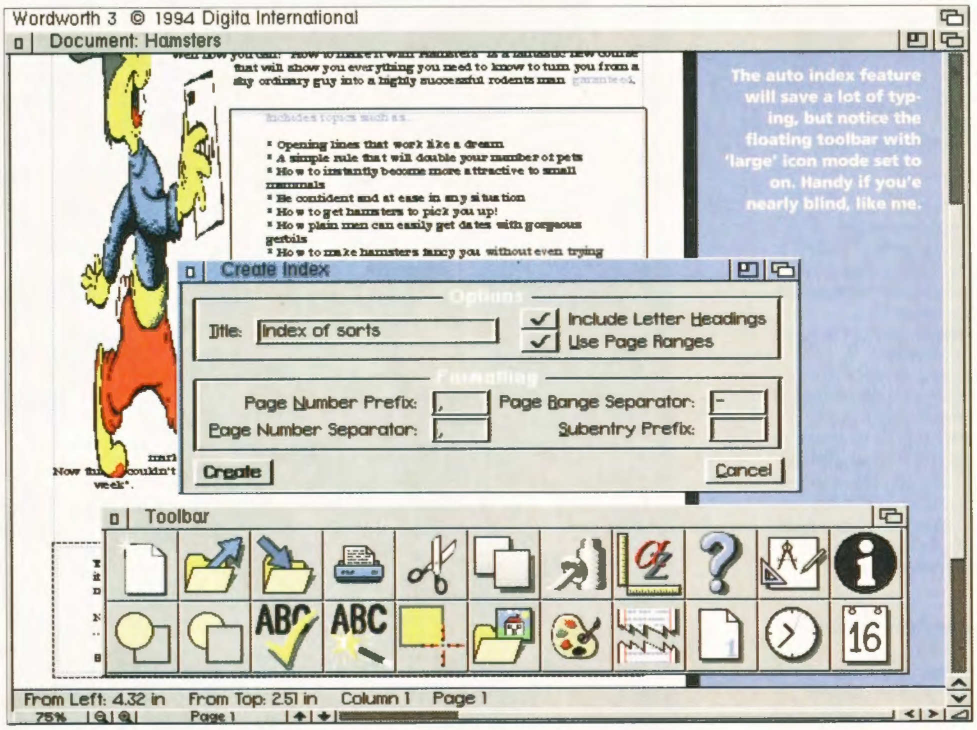
***ED* may not be brilliant, but it is free. *ED* is run as a C command from Workbench.**



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JIMMY WHITES WHIRLWIND SNOOKER
Impressive as t 3D is, it's only one aspect of a game chockfull of brilliant features. PC Review 9
ELITE-ELITE Plus
"Quite simply the most original game-play since the birth of computer entertainment. An all time classic. PC Format.
ZOOL
"Zool conforms in every way to what you'd expect from a perfect cutesy platform game. And in doing so has become the perfect platform game... If you like all things cute and colourful, you'll love this, and if you aren't predisposed to platform games you'll still love it." Amiga Format Gold 95%
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BATTLE OF

The two heavyweight Page Publishers – *Wordworth 3* and *Final Writer* – come face-to-face with updates and new features. As Softwood and Digita prepare to slug it out, John Kennedy acts as referee.



The auto index feature will save a lot of typing, but notice the floating toolbar with 'large' icon mode set to on. Handy if you're nearly blind, like me.

THE ADVENT OF the A1200 with its affordable computing power and easily expandable memory, has made some real changes possible in the word processing arena.

In the old days before graphics were invented, all the word processors we had looked like *Protext*, but with fewer pull-down menus. There was no such thing as WYSIWYG interfaces or scalable fonts, and having a spelling checker was considered the height of luxury. Now, thank goodness, we have the 68020 as a minimum entry level processor and the once gargantuan 4Mb of Fast RAM is starting to become more and more essential.

Back then, if you wanted to write a letter you used the word processor, and if you wanted to lay out something more imaginative which used different typefaces, you used a fledgling desktop publishing program and crossed your fingers.

Welcome to the 1990s, and the concept of a page publisher. Take an easy-to-use word processor, add all the power of a DTP program and shake it about. What's left after this amalgamation will either be *Wordworth* or *Final Writer* – at times it's extremely hard to tell them apart.

Both these packages have undergone recent updates to add more features and clean up some bugs. *Final Writer* is now into release two, and *Wordworth* has been upped to a rather controversial version three.

Continued overleaf ☛

FINAL WRITER RELEASE TWO

The first version of *Final Writer* was certainly good enough for a lot of Amiga users. It was stable, fast and offered enough in the way of features to worry any Digita employee.

At the time, it was easily the best Amiga publishing program around. The updated second release doesn't make any giant leaps forward, and it might take a considerable amount of use before the new features become apparent.

Probably the most useful addition is the Undo/Redo feature which can make experimenting a lot more fun. Both text edits and major document alterations can be undone with the minimum of hassle. It's still a long way from *Cygnus Ed*'s incredible command history, but it's a good start. Other improvements include an easy-to-use set of text style buttons.

Final Writer uses different typefaces for bold, underlined and italic text which meant a lot of hassle in previous versions, even messing with ARexx scripts. Now you only need to click a button and the new font is used automatically.

The tool strips have been updated, and now up to three windows of tools can be left on-screen wherever they are required. If you are able to display a large screen (for example, 640 by 512 flicker-free) then having vital functions to hand is a great aid to your productivity and even better, your set up is saved with the document.

A few other options have been shifted around, but that basically is it – there are no other main changes other than Undo.

Final Writer is still is a very reliable program, and it is still incredibly easy to use, although it would have been good to see some *Wordworth*-style text boxes, Workbench 3.0 Datatype support and some on-line help in this updated version.

Perhaps the 'release two' tag on *Final Writer* is hard to justify because there isn't a great deal of difference from 'release one'. It's certainly given Digita time to come back with *Wordworth 3* – and the competition is now so close that you might need to toss a coin to choose between them.

WORDWORTH V3

Unlike *Final Writer*, this new, slightly premature, version of the very popular *Wordworth* program makes some big changes over previous releases.

The entire user interface has been completely cleaned up, and is now a lot more Amiga-like and therefore easier to use. I like the use of standard file requesters, something which *Final Writer* does without, and the modeless requesters – which can float on-screen and apply to multiple objects – are really rather advanced on any computer platform.

The smart tool bar, which can be fully customised, and instant help are features which both beginners and experts will appreciate.

The bane of earlier *Wordworth* versions was the incredibly slow printing speeds, but this seems to have been improved. Certainly printing the same page at high resolution on an Olivetti JP150 bubble-jet from both programs led to times which were within two per cent of each other.

I like the way in which the screen mode can be changed at any time (and doesn't require quitting and restarting like *Final Writer*), and the Workbench App Icon where text can be dropped is good to see.

Theoretically, *Wordworth* can be used on a floppy disk-only system. However, it does require a second drive and at least seven disks to juggle with. Frankly, previous versions of *Wordworth* have done more to boost sales of hard drives that anything else, so you would have to be extremely patient to use it on a floppy-only system.

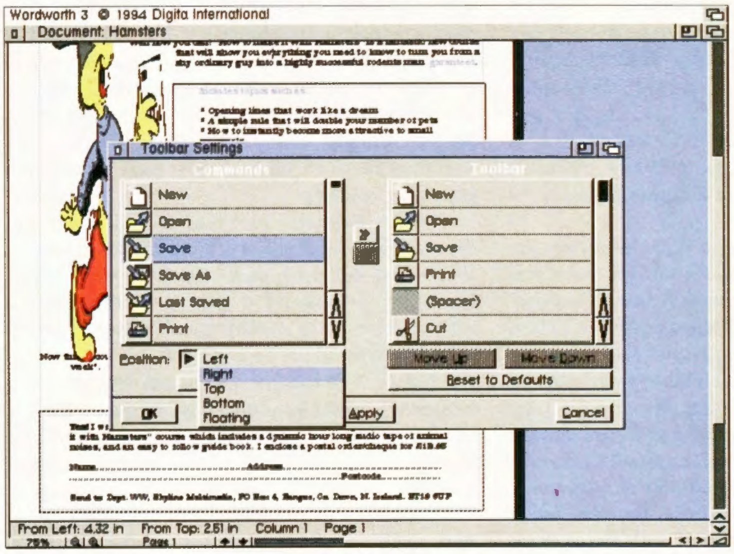
A lot has been written about *Wordworth 3* and the bugs that have been rumoured to have set-up several colonies within its code. I'm happy to say that I've been using the latest version I could get from Digita, and so far it has crashed twice.

The first time was when I accidentally loaded a *Final Writer* document into it – so it was probably disgust that did it. And the second time I was multitasking it with *Final Writer*, *Cygnus Ed*, *DirectoryOpus* and a comms program, so I'm not sure who to blame.

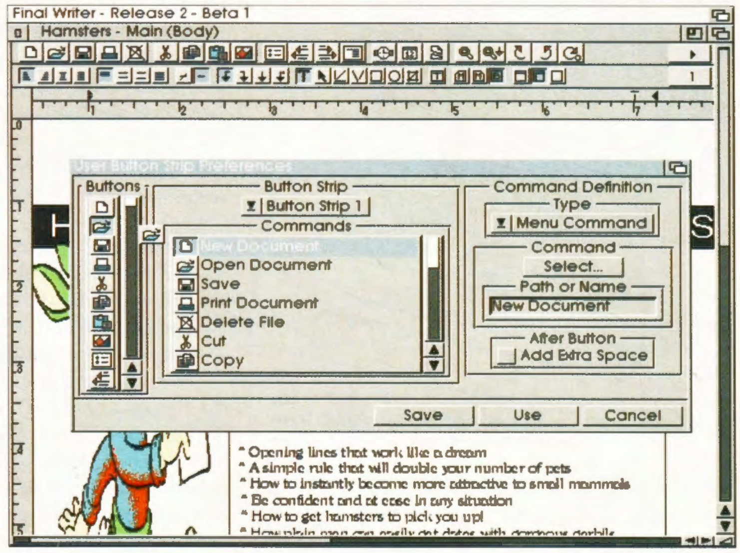
Certainly Digita have been a little bit naughty in expecting customers to beta test their software, but the bug hunt is now drawing to a close. By the time you read this most, if not all, of the bugs should have been exterminated – which will leave one of the most advanced pieces of software the Amiga has ever seen.

● See the box headed All Tuned Up on page 45 for more details.

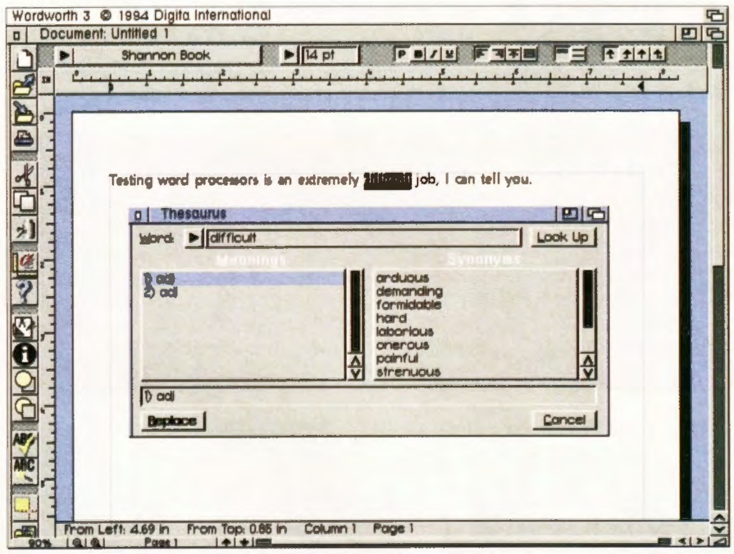
THE GIANTS



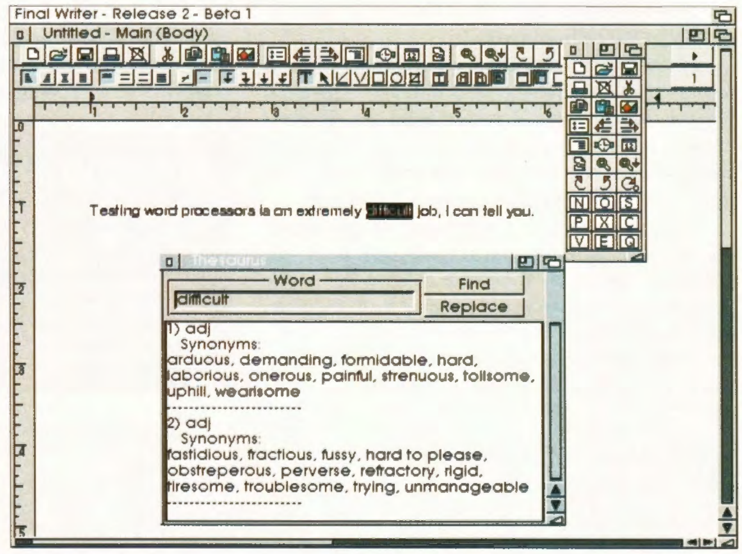
***Wordworth*'s toolbar can contain exactly the tools you want to put in it, and can be placed at the edge of the screen, or it can float anywhere you put it.**



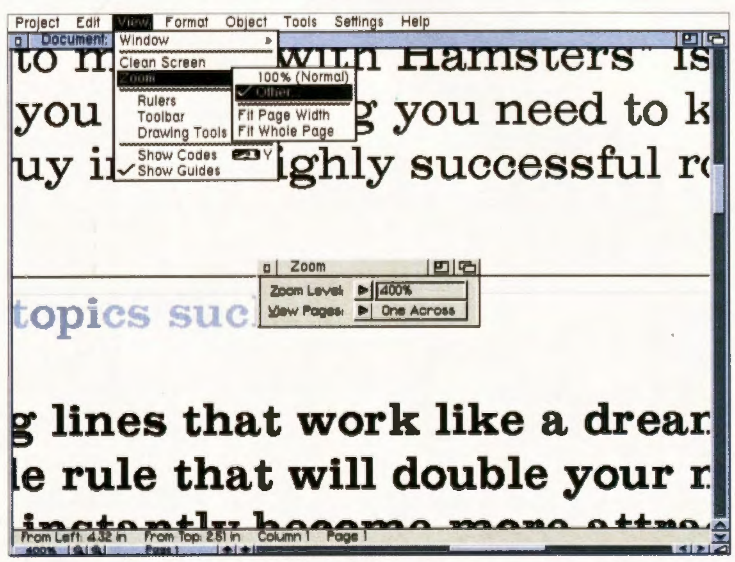
As with *Wordworth*, *Final Writer*'s tool panel is totally user-definable. Simply drag and drop the tools you want.



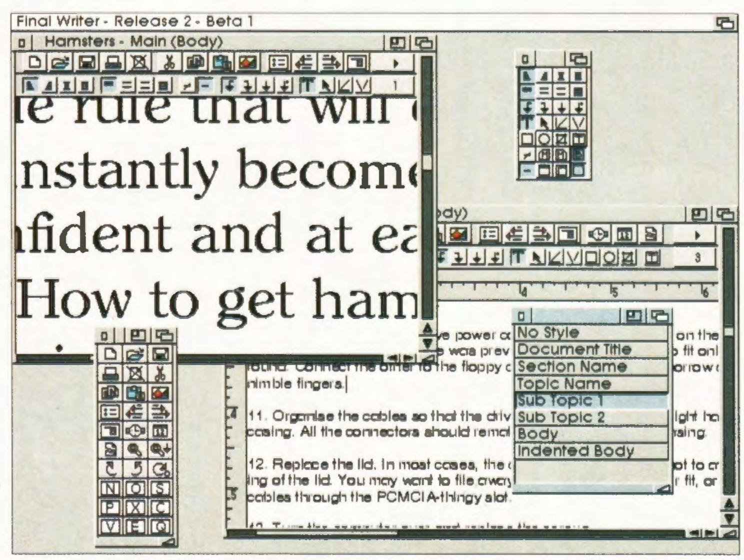
Spelling checkers are extremely old hat now. The very least you can expect is a good thesaurus. Notice the 'user-friendly' icon-based tool bars all around the screen.



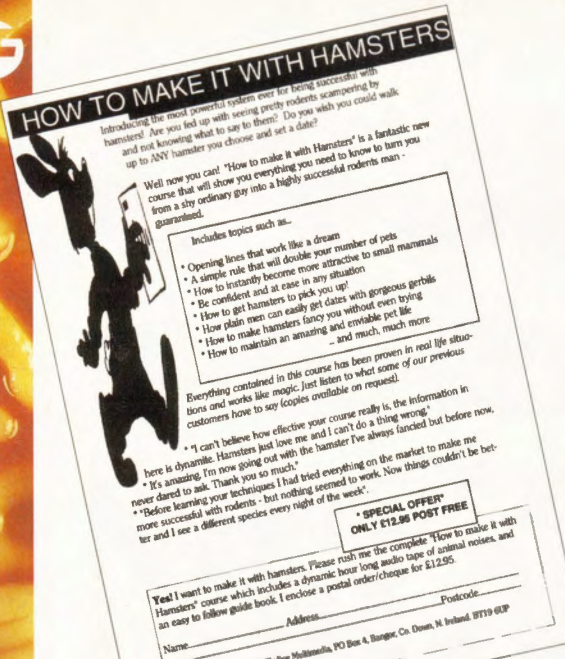
The *Final Writer* thesaurus came up with exactly the same suggestions, but laid them out slightly better.



This level of magnification is possibly over the top, but you can certainly keep a good look out for jaggies. (There aren't any – the fonts are all scalable.)



Each document is a separate window, which can be moved and scaled. Notice the three tool palettes floating around.


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- Be confident and at ease in any situation
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- How to make hamsters fancy you without even trying
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Everything contained in this course has been proven in real life situations and works like magic. Just listen to what some of our previous customers have to say (copies available on request).

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- "It's amazing, I'm now going out with the hamster I've always fancied but before now, never dared to ask. Thank you so much."
- "Before learning your techniques I had tried everything on the market to make me more successful with rodents - but nothing seemed to work. Now things couldn't be better and I see a different species every night of the week".

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This is typical of the output you can expect from either of the two packages under review.

The heart of any word processor, DTP package or page publisher is the ability to enter text, quickly and without undue problems. Loading up the program and hammering out the words is easy. Both default to a sensible opening page, but *Wordworth* seems to lag behind *Final Writer* ever-so-slightly in the typing speeds.

It's not that *Wordworth* misses characters or anything, rather that the feedback is a little slow. For this reason I would rather enter text in *Final Writer* – it's only a small thing I know, but to be honest this is the sort of detail we'll need to go into to be able to tell these programs apart.

Both programs have excellent spelling checking facilities, and the thesauruses on both are practically identical. *Wordworth* tries to get a few extra Brownie points by introducing us to *DigiSense* which keeps a look out for words to substitute. It's not a real-time spelling checker in that if you keep spelling a word wrongly, you will need to manually enter it into the DigiSense database along with the correct spelling.

In fact, it's not a spelling checker at all, because the most common use would probably be to save typing. For example, I could set it up so that every time I entered 'ww' it was replaced by 'Wordworth'. Handy, but not an earthshattering breakthrough in artificial intelligence.

Highlighting words and sentences in both programs is quite straightforward – double click on the word and it's done. If you click again *Wordworth* highlights the entire line, which is useful, but *Final Writer* goes one better with a shift-click to highlight an entire block of text – including text scattered over different pages.

Cutting and pasting is done by using the usual Amiga key combinations, but for some reason *Wordworth*, unlike *Final Writer*, doesn't support the Amiga clipboard, which means you can't cut a section and paste it into, say, *Cygnus Ed*.

Now, this sounds a daft thing to want to do in the first place, but it's actually very handy. Take my How To Make It With Hamsters page (above left) for example: at one stage I wanted to insert a few hundred words of previously written material. Unfortunately, neither program has an Insert Extra Text feature, but at least with *Final Writer* I could cut the text with *Cygnus Ed* and then paste it into the document.

This slightly more Amiga-friendly approach of *Final Writer* further extends to an ARexx port (hurray!), although surprisingly it's *Wordworth* which offers the on-line AmigaGuide help.

Creating larger documents, a book or report for example, unearths many hidden chores. At the very least a table of contents should be placed at the front of the work, and a full index at the back, and *Wordworth* includes the features to help you do this. All you have to do is click on a word, select a menu option and it will be included in the automatically generated index. The same method is used to create the contents.

Final Writer goes a lot further. It enables you to split the document into completely different sections and automatically puts the section title in the list of contents. Using the section headings, it's also possible to create an outline page to help you plan your writing.

Where *Wordworth* calls it a day with the index, *Final Writer* also provides a table of illustrations, a section on endnotes and a bibliography section. From the experience I gained writing even a rather short and shabby thesis, these features would have saved me days of work.

Not so long ago the way to tell the difference between a desktop publishing program from a word processor was the DTP program's ability to handle graphics. Now that has changed, and any good WP is expected to deal sensibly with images.

I tested both programs with many IFF image files, some of which make use of the new AGA modes and some of which don't. Both programs worked well, but *Wordworth* wouldn't play with 24-bit images. Converting them to 256 colours or HAM8 seemed to get round the problem, but it's an odd omission. It does support TIFF, GIF, PCX and several other file formats, though.

HARDWARE REQUIREMENTS

Final Writer **and** ***Wordworth*** **are not small programs. Both require Workbench 2, and at least 2Mb of RAM. If you plan to use pictures, you will soon need more memory, so think hard about getting an extra 4Mb card if you have an unexpanded A1200.** ***Final Writer*** **doesn't pretend that you can run it from a floppy, but** ***Wordworth*** **claims two floppy drives will do the trick: they will, but you might go mad in the process.**

To make the most of these programs, you will need an A1200 or A4000, each with at least 4Mb of Fast RAM and a hard drive. Using an expanded (but 68000-based) A500 or A2000 is not recommended. You have been warned!

HOW THEY COMPARE

	WORDWORTH	FINAL WRITER
HARDWARE		
Min memory required	2Mb	2Mb
Hard drive required?	No	Yes
(The recommended system for both programs will have 2Mb Chip RAM, 4Mb Fast RAM, a hard drive and a 68020 or better processor.)		
FONTS		
Printer fonts?	Yes	No
Scalable fonts?	Yes	Yes
Fonts supplied	50 Agfa compugraphic	100
(All these fonts include bold and italic versions of the same typeface.)		
GRAPHICS		
AGA graphics?	Yes	Yes
24-bit graphics?	No	Yes
Scalable clipart?	Yes – CGM format	Yes – EPS format
Text wrap?	Yes	Yes
Text over graphics?	Yes	Yes
Drawing tools?	Yes	Yes
Dashed/dotted lines?	Yes	No
DOCUMENT FEATURES		
Multiple columns?	Yes	Yes
Multiple pages display?	Yes – side by side	Yes – vertically
Headers/footers?	Yes	Yes
Sections?	No	Yes
Contents table?	Yes	Yes
Index?	Yes	Yes
Bibliography?	No	Yes
Endnotes?	Yes	Yes
Outline?	No	Yes
Table of illustrations?	No	Yes
Sort text?	Yes	Yes
Bookmarks?	Yes	No
Tables	Yes	No
Master Pages	Yes	Yes (multiple)
Text boxes	Yes	No – one line only
GENERAL		
Zoom feature?	Yes	Yes
Spelling checker?	Yes	Yes
Thesaurus?	Yes	Yes
(Both use Collins Proximity with supplements, and 862,000 synonym file.)		
Hyphenation?	Yes	Yes
Style tags?	No	Yes

Both programs ignore the Workbench 3.0 Datatypes system, which is a pity because pictures stored in all the other great file formats could then have been loaded. Once loaded, pictures can be moved around and re-sized, and text can either be overlaid or asked to flow gently around.

Final Writer seemed slightly better at flowing text, and *Wordworth* needed a slight hand here and there for best results. One big advantage *Wordworth* has over *Final Writer* is the ability to enclose different sections of text in separate boxes. This is really getting into the realms of DTP, but it makes laying out complicated pages so much easier.

For example, in the Hamsters page (opposite) the list of features was included as a box. With *Wordworth* the box was defined, given a visible boundary and the text entered directly into it. The finished box, and the text inside it, could be moved around the screen with ease.

Using *Final Writer* meant positioning the boxed text as part of the main body copy with lots of tabs and spaces, and then drawing a simple graphic box around it.

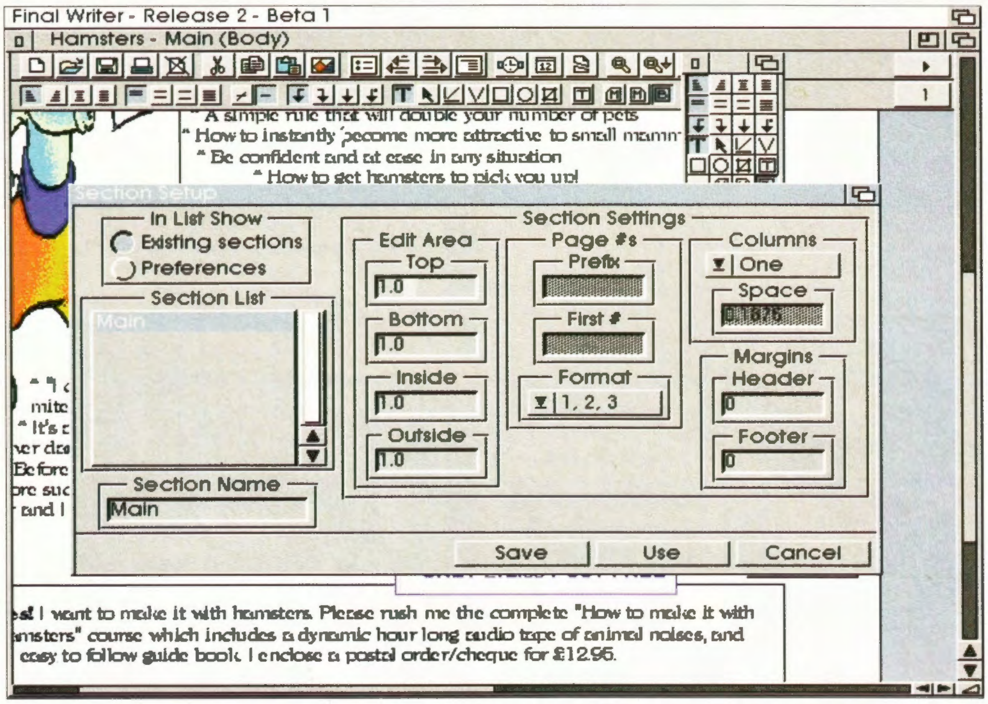
All boxes in *Final Writer* documents must be done in this way, even if it means defining the boxes on several master pages so they can't be changed on normal pages. It is possible to define a text block which consists of a single line of text which can be manipulated extensively, but it is only a single line, so use is limited to headlines and so on. That said, being able to stretch and squeeze headline text so easily is something missing from many DTP programs.

The *Wordworth* text boxes are not only useful, but have some extremely powerful options. You've no doubt seen the spirally, coloured text in the advertisements. Text effects are created as special page objects. They are a bit gimmicky, but are useful for corporate logos and such.

Choosing between these programs is a difficult task, because they are both so good. The extra document features of *Final Writer* would lead me to recommend it for long reports and books, although it can still handle graphics extremely well. The addition of the text boxes and effects to *Wordworth* make it extremely easy to produce more desktop publishing-oriented documents but again, like *Final Writer*, it will do just about everything you could expect.

The final decision could easily depend on whether you are upgrading a previous version, in which case you won't be disappointed no matter which program you get.

If I was starting from scratch, and was forced at gun point to decide between the two packages, I'd go for *Final Writer* over *Wordworth*. Both are superb examples of Amiga software, and both will impress you immensely.



One area in which *Final Writer* differs from *Wordworth* is with sections – they make keeping track of large documents very easy.

ALL TUNED UP

Digita have released *Wordworth 3.0a* – a technical update to correct the compatibility problems, fix bugs, improve operating speed and generally 'tune up' *Wordworth 3.0*.

Version 3.0a also has some new features:
DRAG AND DROP: this significantly speeds up text layout and editing, but can be turned off if desired.
EXPORT FILTERS: because of *Wordworth*'s modular construction, the import and export capabilities can continually be extended. Version 3.0a will also have RTF and *WordPerfect* export filters.

The new version is free to all registered users, contact Digita on 0395 270273 for more information.

Auto-save feature?	Yes	Yes
Macros?	No	Yes
Mail merging?	Yes	Yes
Full Undo?	Yes	Yes
Background printing?	No	Yes
AMIGA FEATURES		
Runs under AGA modes?	Yes =>256 colours	Yes =>256 colours
Style guide compliant?	Yes	Yes
Standard file requestor?	Yes	No
ARexx port?	No	Yes
Datatypes?	No	No
On-line help?	Yes	No
Clipboard support?	No	Yes

AVAILABILITY

Wordworth: Digital International Limited, Tel: 0395 270273

Final Writer: SoftWood Products, Tel: 0773 836781

PRICES		
RRP	£149.99	£129.95
Upgrade from...		
Wordworth	£49.99	£75
Final Writer	£59.99	£7.95*
*Final Copy	-	£50
PenPal	-	£75
ANY other Word Processor	£59.99	£85 (even a magazine coverdisk)

(*If bought before 1st March, free if bought after this date)

RATINGS		
Ease of use	●●●●●	●●●●●
Speed	●●●●	●●●●
Manual	●●●●●	●●●●●
Accessibility	●●●●	●●●●
Features	●●●●	●●●●●
Value	●●●●	●●●●●

VERDICT

WORDWORTH: 92%

An excellent program, developed from two highly successful forerunners. The current version is still not 100 per cent bug-free, which is going to cause unnecessary problems for Digita. It's still one of the best ever Amiga programs.

FINAL WRITER: 94%

The text handling, graphics support and well designed user-interface makes Final Writer a word processing package the Amiga community as a whole can be proud of.

CALCULUS
COMPUTER STORES

Amiga CD32 Spectacular Voyage Pack



Full Motion Video Expandable

It's just not possible to capture the superb quality of the new Amiga CD32 from an advertisement fortunately there's a Calculus Store close to you. So why not call in and ask for a demonstration and experience technology today.

AMIGA CD32 Comes with 2 GREAT GAMES
Microcosm and Chaos Engine and whilst stocks last FREE Oscar, Diggers, Wing Commander and Dangerous Streets

£279.99

Top CD32 Hip Hot Titles

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Castles II AGA	£29.99
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Zool AGA	£29.99
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More titles arriving daily

SPRING CLEARANCE SALE

A601 Amiga 0.5 Meg Expansion Card
£19.99

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(A500 / A600) * Populous * Pipemania
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(Free Zappo T - Shirt)
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ZAPPO EXTERNAL FLOPPY DRIVE

New Low Low Price



Top quality external drive for all Amigas
"Quality 9 out of 10 exceptional value for money" *Amiga Computing*
Zappo External Floppy Drive Review. (compatible with all Amigas)

CALCULUS PRICE **£54.99** ~~£59.99~~
12 Months Warranty

Desktop Dynamite Elite Pack

NEW LOWPRICE!!



£324.99

NEW LOW PRICE!!!

Amiga 1200 Elite Pack

The Great New Desktop Dynamite Pack now includes Batman Returns and Frontier Elite II. The power of the Amiga 1200 is unleashed with this great new pack. Specially re written AGA software takes full advantage of the 1200 AA Chipsets graphic capability.
* Wordworth AGA * Digita Print Manager
* Oscar AGA * Deluxe Paint IV AGA
PLUS 2 great games
* Batman Returns AGA Straight from the hit movie
* Frontier Elite II AGA Battle across a Galaxy of different worlds



BATMAN RETURNS

NEW GAME

An exciting program, the first free film simulation vastly different to the console version with vivid scenes straight from the hit movie. Batman has returned in style.

£29.99 FREE

FRONTIER ELITE II

NEW GAME

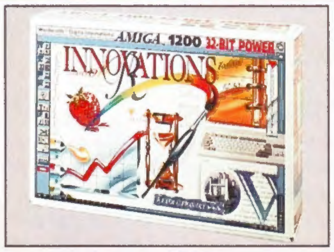
You may choose from many different roles from explorer to assassin, from stockbroker to trader. Battle with pirates across a galaxy of different worlds, trade or smuggle goods or become a pirate yourself. The goals to aim for are endless, the game is completely open ended.

£29.99 FREE



Amiga 1200 Combat /Innovations Pack

NEW PACK



The Amazing **Amiga 1200** bundled together with this mind blowing Software
FREE

* Wordworth AGA * Print Manager
* Personal Paint V4
* Day by Day * Total Carnage * Brian the Lion
* Zool 2
PLUS 2 great games
* Batman Returns
* Frontier Elite II

~~£349.99~~

£329.99

MICROVITEC PRO GRAPHIC MULTI SYNC AMIGA MONITOR

JUST ARRIVED!!





The new Amiga Multi Sync Amiga Colour Monitor from Microvitec. High quality 0.28dp and total MPR-II compliance.

Complete with External Stereo Speakers

12 Months Warranty **£329.99**

AMIGA 600
With a 30 Mb Hard Drive
Complete with Wang At Home Cover

PRICE CRASH



A genuinally unrepeatable deal combining an Amiga 600, 30 Mb Hard Drive and a fantastic range of games and utility software.

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MYTH -Question the judgement of the Gods
ROME -Capture the purple Robe of the Imperial Roman Empire
AD 92 -Role playing adventure

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A powerful word processing package simple to use but highly sophisticated you'll be amazed at your professional results

DELUXE PAINT III
Movie quality animations at the press of a key, 3D perspectives and a complete set of paint tools

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SAVE £140

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Panasonic KXP - 4400



NEW Ultra - Compact LED Page Printer
Announcing the **Panasonic KX - P 4400** LED Page printer, the printer that fits virtually anywhere. Ultra small foot print (12.7cm X 38.1cm ex trays) and under 6.5 kg, this printer travels with you.

* 4 pages per minute of crisp, 300 dpi laser quality output.
* 100 sheet, multi purpose paper tray (A4, letter, legal and executive)
* 28 internal bitmapped fonts
* HP laserjet series IIP
* 1 Mb Ram expandible to 5 Mb
* 1600 copies per toner.
* 1 Year On - Site warranty

£479.99



Pictured above is the KXP 2023. The KXP - 1150 is cosmetically very similar.

Panasonic KXP - 1150

This quality 9 - pin mono dot matrix printer represents excellent value for money.

* 9 - pin narrow carriage
* 7 fonts
* 3.5" setup disk + windows 3.1 driver
* 240 CPS, 38 CPS NLQ
* Paper Parking
* 1 Year Warranty

~~£163~~

SAVE £43

CALCULUS PRICE **£119.99**

Panasonic KXP - 2023

The new KXP 2023with 24 - pin diamond shaped printhead incorporates the latest in ergonomic design, with emphasis on the user friendly features which include a help disk, easy to use front control panel and paper setting facility.

~~£217~~

CALCULUS PRICE **£149.99**

SAVE £67

Buy this superb printer for £149.99 and whilst stocks last we will send you a voucher for a free auto cut sheet feeder. **Worth a further £89**

* **Quiet Printing** 46.5 dBa standard mode 43.5 dBa Super quiet mode (most matrix printers are typically in excess of 60 dBa
* **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ
* **4 Resident Fonts** Courier, prestige, Bold PS and Script
* **2 Paper Paths** Rear and Top
* **On screen setup disk** Including printer driver for Windows 3.1
* **1 Year Warranty** For total peace of mind.

Calculus and ICL *in Partnership*

When the time comes that you just have to fit a Hard Drive to your Amiga 1200 or 600 it is important that your Amiga is handled by the EXPERTS.

ICL are a giant International Computer Manufacturing and Repair Company and have been chosen by Commodore as their authorised warranty company for Amiga product.

Through Calculus the Nationwide resources of ICL will guarantee that your Amiga is treated with the care and expertise that it deserves.

But that is just the beginning, your new Hard Drive will be given a full 12 Months At Home Warranty cover. Yes, if there is a warranty problem we will come to your home to fix it.

Of course what's the point of having at Home cover on your Hard Drive and not on your Amiga. So as part of the deal ICL will add a further 12 months at Home cover to your Amiga Completely FREE

Door to Door 85 Mb Hard Drive Enhancement Service £219.99
Door to Door 120 Mb Hard Drive Enhancement Service £279.99
Door to Door 170 Mb Hard Drive Enhancement Service £319.99

Complete with 12 Months At Home Service through ICL
* Amiga 1200 must be in full working order

NEW LOW PRICE-WHILST STOCKS LAST!

PANASONIC AND CALCULUS THE WINNING TEAM!!

CALL AMIGA FREEPHONE 0800 444220 FOR YOUR FREE AMIGA PRINT DRIVERS.

PANASONIC KX - P2123

Voted the Best Selling Dot Matrix Colour Printer



WITH WORDWORTH AGA

The Ultimate word / document processor for the full range of Amiga Computers. Wordworths graphical nature makes producing documents faster and easier, with enhanced fonts, Collins Spellchecker and Thesaurus.

Wordworth's capacity for documents is limited only by the size of your disk drive and the amount of memory available in your Amiga.

FEATURES INCLUDE

The high performance KX - P2123 24 - pin quiet printer offers leading edge quiet printing technology at an affordable price.

* **Fast Printing Speeds** - 192 CPS draft, 64 CPS LQ and 32 CP SLQ.
* **Quiet Printing** - Super quiet 43.5 - 46 dBa sound level (most matrix printers are typically in excess of 60 dBa)
* **Colour Printing** - 7 Colour palette (blue, red, green, yellow, violet, magenta and black).
* **7 Resident Fonts** - Over 152,000 typestyles using Super LQ, Courier, Prestige, Bold PS, Roman, Script and Sans Serif.
* **24 - Pin Diamond Shaped Printhead** - High performance and high quality output.
* **1 Year Warranty** - For total peace of mind.

FREE DUSTCOVER

NEW LOWPRICE!! **£195.00** SAVE £25

You might be the fortunate owner of a Desktop Dynamite Pack and already have a Wordworth Package or maybe the idea of word processing isn't for you. Once again Calculus have the solution with the alternative of two great games. How's that for **ADDED VALUE?**



ALTERNATIVE TO WORDWORTH



BATMAN RETURNS
NEW GAME
An exciting program, the first free film simulation vastly different to the console version with vivid scenes straight from the hit movie. Batman has returned in style.
WORTH £29.99

FRONTIER ELITE II
NEW GAME
You may choose from many different roles from explorer to assassin, from stockbroker to trader. Battle with pirates across a galaxy of different worlds, trade or smuggle goods or become a pirate yourself. The goals to aim for are endless, the game is completely open ended.
WORTH£29.99

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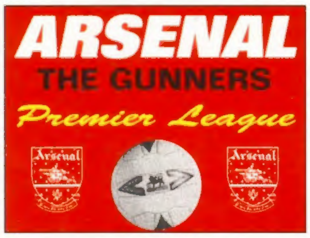
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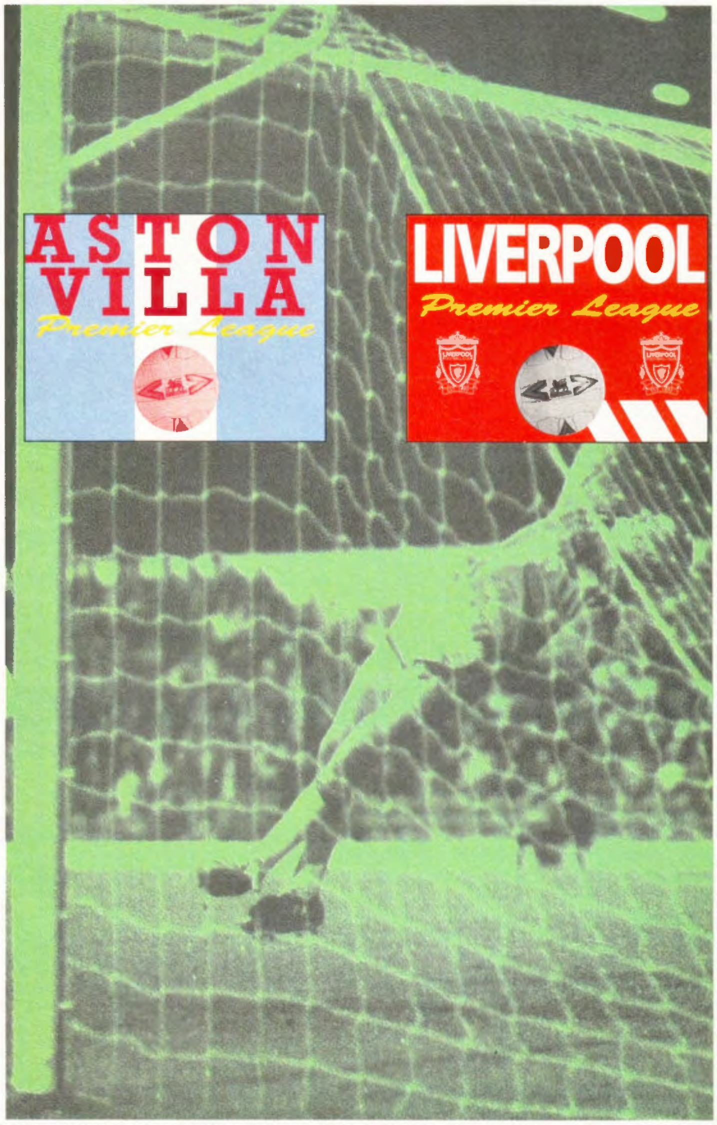
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For just £6.99 there's a brand new way to show how much you support your team.

Mouse mats

Choose from our selection of today's top premiership clubs.

Each mat is specially designed with your club's name and crest on a non-slip surface that's bonded to heavy duty black sponge rubber.
Most importantly your club's badge is sealed beneath our tough polycarbonate coating so it won't mark, scratch or fade and wipes clean at the touch of a cloth.
In fact it will last a lifetime, just like your support.

"Footie Mats". Only from The Logic Shop.

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TRUST US...

Every month, *Amiga Format* brings you the best in game reviews. We are committed to telling you exactly what is right or wrong with the game, and we don't pull our punches.

Once, we were all punters too, and all of us have had a nasty experience with duff games at some time.

We don't want that to happen to you, so every game we receive has a whole host of tests to pass before it gets our ultimate accolade – the *Amiga Format* Gold.

We stick to four golden rules:

a) If a game isn't finished, then we won't review it.
b) If it's poor-quality, then we will say so, no matter what the softies think of us.
c) We have never, and will never, review a game 'on-site'.
d) If we are forced to take sides, it will always be your side we take. Trust us, and we'll look after you.

IN THIS ISSUE...

SCREEN PLAY

IT'S GOT BALLS!

Is Arcade Pool the best game of the year? See page 65



INTRODUCING OUR PANEL OF GAME REVIEWERS...

ROB MEAD



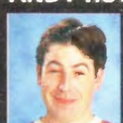
Day trips over to Germany and an hour off every lunchtime. Some guys have all the luck. The Beer Thief is a man with a mission. No, not to drink an unfeasible amount of lager; rather to complete the extra *Syndicate* missions before he goes *Nutz*.

STEVE BRADLEY



Arcade Pool has arrived and Leeds have actually won a game. A broad grin and a pint of Samuel Smiths later, Leeds have lost and Dyson has beaten him at *Arcade Pool*. When your smiling, when your smiling, the whole world smiles with...

ANDY HUTCH...



Well it's his own fault for having such a long surname. Anyway, young Hutchinson has spent many fruitful hours on another planet with *K240*, despite slight misgivings at the short title. "Now if only they could\ have called it *K240 Hutchin*... doh".

MARCUS DYSON



Never was genius so, erm flawed. No that's wrong – spectacularly unflawed. That's it. Never was genius so spectacularly unflawed. Not that Dyson has actually reviewed any games this month, it's just that genius must be recognised. Right?



SIERRA SOCCER
World Challenge Edition

THE BEST OF SOCCER ON AMIGA!

Amigas, Soccer and Sierra have come together in a dynamic coktail of excitement and entertainment to bring you a whole new ball game!

World teams, whose players each have six defined abilities, play incredibly realistic football matches on your screen. Dribbling, after-touch, heading, slide-tackling and the most amazing shots await all who dare pitch their skills in this World Challenge arena.

Do you have the skill to win the Cup ? Play it. Be overawed. Then play it again, and again...

Features:

- I to 8 players
- Adjustable game duration of 2 to 20 minutes
- Over 500 team members, each with own ability levels
- 26 of the World's top teams
- Option to create over 40 new teams
- In-game substitution and formation changes
- VCR replay includes slow-motion and freeze-frame
- Digital sound effects and speech
- Over 4000 animated player images
- Penalty shoot-outs
- Ref, linesmen, physiotherapists and stretcher teams
- And much, much more...!

COMPATIBLE WITH ALL AMIGAS INCLUDING A500, A600, A1200.

A Dynamix Production







The legendary
King's Quest VI



HERE AT LAST FOR THE AMIGA!

In this timeless tale, you help the shipwrecked Prince Alexander make his way across a series of mysterious islands in search of a princess in peril. You'll need all your wits and imagination to overcome the gauntlet of baffling puzzles and fanstastic creatures that block you on your quest. Every choice you make can affect your future options and the attitudes of the many characters you'll encounter. Depending on your skill and the paths you follow, your adventure can end in many different ways....

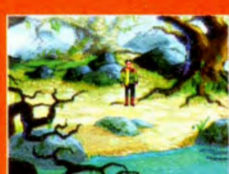
Features:

- More puzzles and a greater variety of challenges than any King's Quest episode.
- The biggest adventure game ever seen on the Amiga! Endless hours of gameplay guaranteed!
- Game fully adapted for the Amiga, offering exceptionally fluid animations.
- Beautiful graphics in 256 colours or 32 colours.
- Multiple paths: your choices determine the story's ending.
- 40% of the game is fully optional. An adventure so vast, you may never see it all!
- Very user-friendly point-and-click interface.
- Special music adapted for the Amiga.

2 versions available :

- *256 colours : compatible with A1200 and A4000.*
- *32 colours : compatible with all Amigas including A500, A600, A1200.*







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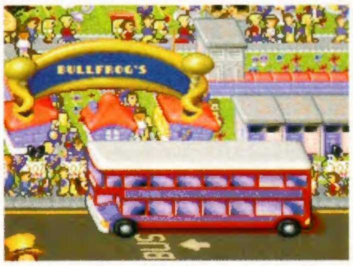
WHITE KNUCKLE RIDERS



Don't waste your dosh on rain-soaked excursions to the funfair, take a leaf out of the Bullfrog's book and create your own theme park instead. Rob Mead is your guide.



You want to fill your theme park with smiling people. If you don't keep them happy they start complaining.



A bus full of day-trippers craving for candy floss and white knuckle rides pulls up outside your theme park.

Who can forget their first ride on a roller-coaster? Your pulse starts to race as the car is winched to the top, and then whoosh! It shoots over the edge and screams around the narrow-gauge rails of a twisting track, leaving your lunch somewhere at the beginning.

Well now you can create your own fairground attractions in *Theme Park*, Bullfrog's latest and greatest god game. The plot is simple. A rich and eccentric aunt dies leaving you piles of dough to spend on building the world's biggest and most profitable theme park. Unfortunately, you have 40 rivals all trying to do exactly the some and you have to use all your skills as park manager to outwit them all.

Theme Park operates on two levels. On the surface, it's a cutesy, cartoon game which enables you to create your own pleasure park with rides, shops and people in silly costumes, but underneath it's a highly-accurate and detailed business simulation including marketing, economics and wage negotiation.

Creating the perfect theme park involves a considerable number of different elements – for a start you have to choose and landscape your park's location, build a selection of up to 32 different rides (six of which can be designed by you) and hire staff to cope with the overwhelming influx of day-trippers.

Naturally you need plenty of picnic areas, trees and fast-food shops to keep your visitors happy and toilets are essential so they don't have to pop home on the first bus to go to the loo!

Park and ride

One of the most remarkable aspects of *Theme Park* is that each visitor has his or her own personality which affects how much they enjoy the events you lay on for them. They can also communicate their feelings to other visitors – they tell each other about new attractions, but can also start moaning if they have to queue too long or feel hungry.

Crucial to your visitors' well-being is safety. Spend too little on maintenance and your rides rapidly start to deteriorate causing accidents, breakdowns and more frustrated queues. You can even make your park's patrons ill by placing fast-food joints too close to the more exciting attractions.

As with any theme park, getting an equitable balance between excitement and safety is one of the hardest things to accomplish. Spend too much on fast, exciting rides and your park is filled with bike-riding thugs intent on mugging and vandalising; make it too safe and it gets clogged with old people who just stand about whinging all the time.

Like Blue Byte's *The Settlers*, *Theme Park* takes a highly complex and involving subject and dresses it up with cutesy graphics and absorbing gameplay.

It's certainly one of the most original games we've seen for a long time and, for some, it's certain to become a way of life. *Theme Park* AGA is released in June through Electronic Arts with A500/A600 versions available a month later. The price is yet to be announced.



The rollercoaster looks like fun, but don't tempt the punters with fast-food before they get on board.



Soon your theme park will be packed full of people, but make sure you get a good cross-section, or you'll run the risk of attracting young thugs or old grumpy people.



The world of theme parks is ready for you to explore in the Bullfrog's latest game.



Build plenty of fast-food joints to keep the punters happy, but don't put them too close to the rollercoaster rides.



The business simulation side of *Theme Park* involves negotiating wages and making marketing decisions.

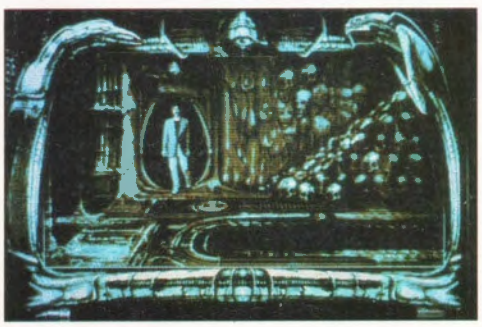
COMING AT

Tanks, boats and a whole bunch of fiendish alien nasties are forming an orderly queue outside the Coming Attractions door this month. Rob Mead dons his commissionaire's outfit and charges them all five pence to get in.

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

MAY		
Battletoads	Mindscape	Warty beat-em-up gets mid-price release
Big Sea	Krisalis	It's big and it's got quite a lot of water in it
Champ Mgr - End of Season	Domark	Footy management game update
Crash Dummies	Virgin	Less side-impact protection than a Volvo ad
Dennis and Gnasher	Alternative	Comic stars in their own graphic adventure
Detroit	Impressions	Build you own car empire in this strategy sim
Dreamweb	Empire	Violent top-down cyberpunk adventure
Ferrari Race of Champions	System 3	Impress the girls with your big red GTO
Flight of the Amazon Queen	Renegade	Atmospheric graphic adventure from Oz
Frontier: Elite 2 CD32	Gametek	Gigantic space adventure from David Braben
Heimdall 2 CD32	Core Design	Isometric role-playing game from Core
Humans 1 & 2 CD32	Gametek	Two prehistoric games on one CD
Impossible Mission 2025	MicroProse	90s version of Laser Squad classic
James Pond 3	Millennium	The slippery hero's best platformer yet?
King's Table	Gametek	Legend of Ragnarok in board game drama
On the Ball	Ascon/Daze	Footy management game from Germany
Pinkie	Millennium	He's cute, he's cuddly and he's, er, pink
Putty Squad AGA, CD32	System 3	Mutant offspring of platformer *Super Putty*
Rings of Medusa	Krisalis	Uh oh! Scary haircut alert
Rugby League Manager	Alternative	Full-price rugby game from budget specialists
Sensible Soccer Inter'l Ed.	Renegade	Stop gap World Cup cash-in from Sensible
Super Stardust CD32	Bloodhouse/Daze	Enhanced *Asteroids*-style shooter
Theme Park AGA	Electronic Arts	Bullfrog's god-game
Turbo Trax	ASD/Daze	Top-down five-level racing game
Uridium 2 CD32	Renegade	Graftgold's horizontally-scrolling shoot-em-up
Wembley Inter'l Soccer	Audiogenic	Slick footy game from sports sim specialists
JUNE		
Black Gold	Krisalis	Something to do with oil prospecting, perhaps?
Brutal Soccer	Millennium	More blood and guts than Milwall away
Diggers CD32	Millennium	Toby Simpson's puzzler leaves bundle
England World Cup 94	Grandslam	England get to the States after all
Evasive Action	Mindscape	Arcade flight sim with *TFX*-ish graphics
Formula One (TBC)	Krisalis	Fast and furious racing action
Kick Off 3	Anco/Imagineer	Dino Dini's influence isonly in the title
Legacy of Sorasil CD32	Gremlin	*Dungeons 'n' Dragons* style isometric scroller
Overlord/D-Day	Virgin	Relive the glory days of the Second World War
Rise of the Robots	Mirage	Futuristic beat-em-up with space age graphics
TFX	Ocean	Police the world's trouble spots in this flight sim
Tracksuit Manager '94	Alternative	Footy management antics from Alternative
Wembley Inter'l Rugby	Audiogenic	World's first arcade rugby game, allegedly
World Cup USA '94	US Gold	Officially licensed arcade soccer game
JULY		
Litil Divil	Gremlin	Hilarious cartoon adventure with a lazy hero
Top Gear 2 AGA	Gremlin	Racing thrills from the creators of *Lotus*
Universe	Core Design	Atmospheric sci-fi graphic adventure



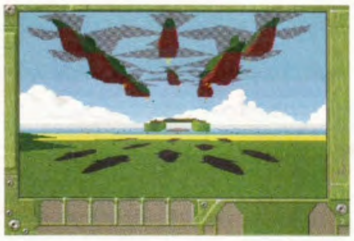
DARK SEED

HR Giger's chillingly grisly graphic adventure *Dark Seed* slimes its way on to the CD32 in June, price £29.99. More details from Cyberdreams on 071-328 3267.

BATTLE ISLE 2



Blue Byte's *Battle Isle 2* promises to be even bigger and better than the original game.



***Battle Isle 2* includes a Campaign section with 20 different combat scenarios.**

German programmers Blue Byte have announced details of their forthcoming sequel to the highly-successful *Battle Isle* (*AF*29, 90 per cent) war game.

Battle Isle 2 again follows the eternal futuristic conflict between the Drullic Empire and TITAN-NET and features the same hex map-based movement system. However there are significant changes.

Firstly the game now incorporates extended 3D battle sequences with ray-traced animations of all the vehicles used in battle. The animations are used to show the effects of clashes between rival units and look extremely impressive. It's just like being on a real battleground.

The next significant advance is the multi-player option which enables up to seven human and/or computer-controlled players to play against each other. There's also a Campaign section featuring 20 scenarios.

The hex mapping system has also been greatly improved. The controls have been simplified, the amount of detail extended and the actual hexes themselves have been made less intrusive. *Battle Isle*'s original split-screen has been replaced with a single-screen mode so you can move and attack in one turn.

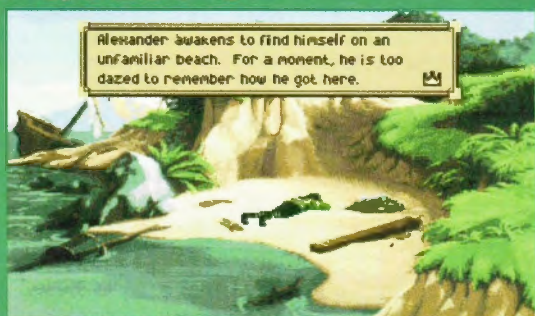
The gameplay has also been tweaked. Your units now depend on a constant supply of fuel and ammunition, so guarding the supply lines becomes crucial.

Another factor affecting the gameplay is that veteran units can suddenly be recalled and replaced by inexperienced ones, causing the course of a battle to change. Units also have limited radar range, so spying on enemy positions is more problematic and the results of your strategy less predictable.

Battle Isle 2 goes on sale in September, price to be announced, for AGA machines only. A hard drive will probably be essential. Contact Kompart on 0438 840004.

● **Blue Byte feature page 56.**

KINGS QUEST 6



Poor Prince Alexander has suffered a tropical storm too many and ended up on a deserted beach. The search for Princess Cassima is on.

Sierra's re-entry into the Amiga market continues apace with the release of a new graphic adventure from *Beneath A Steel Sky* creators Revolution Software.

***Kings Quest 6* follows the fortunes of Prince Alexander as he sets off in search of his missing Princess Cassima who's been forced into a loveless marriage by the evil Vizier. The action takes place over six different islands called the Green Isles and involves many treacherous sub-plots and brain-teasing puzzles which you have to work your way through. However, because the game follows a non-linear format, there is more than one way to complete it successfully.**

***Kings Quest 6* is available now, price £34.99. Keep an eye out for the review in the next issue of *Amiga Format* or give Sierra a ring on 0734 303322 for further details.**

TRACTIONS

UFO: ENEMY UNKNOWN



The aliens have turned nasty and it's up to you to save the world in *UFO: Enemy Unknown*.



Based on the classic *Laser Squad*, *UFO: Enemy Unknown* puts you in charge of the XComm unit.

MicroProse have teamed up with developers Mythos Games to produce the long-awaited sequel to *Laser Squad* (*AF5*, FG93 per cent).

UFO: Enemy Unknown takes *Laser Squad's* tactical shoot-em-up element, gives it a different isometric viewpoint and adds a healthy dose of strategy to the mix.

It's 1999 and inhabitants of the planet Earth are reporting increased sightings of spacecraft. Attempts to communicate with the aliens are met with murder, terrorism and the slaughter of livestock.

There's only one solution: a special fighting unit called XComm is established to combat the alien invasion, and you are placed in control.

UFO Enemy Unknown's strategy element revolves around the control of XComm bases which are scattered across a fully-working model of the Earth. You have to try to combat the alien threat in each sector while marvelling at the textured terrain and night/day sequences.

The game also features a random mission generator so you can defeat the aliens in one part of the world only for trouble to flare up somewhere else. The tactical section of the game has an arcade feel as you guide a squad of soldiers across an isometric landscape on a series of seek-and-destroy missions.

UFO: Enemy Unknown is out in June, price £34.99. Call Microprose on 0454 326532 for details.

ZODIAC TIMEWARP

Forget everything you know about the 20th Century. According to Core Design the colour TV and microwaves are a figment of the imagination. Even by 1999, the most advanced piece of military kit will be a turbo-prop fighter plane called the Banshee.

Banshee is a vertically-scrolling, top-down shoot-em-up featuring six levels of blasting action, a wide variety of special weapons and a two-player mode. You play a fearless pilot sent on a suicidal mission against Blardax Maldrear, evil ruler of the Styx Republic and brains behind a plague of nuclear machines and genetic mutations. *Banshee* is available for the A1200 and CD^{32} only from June, price to be announced.

Also coming soon is *Dragonstone*, an isometric RPG which bears more than a passing resemblance to Core's *Darkmere* which is reviewed on page 70 of this issue. Although both games have been developed by the same programming team and feature macho sword-wielding heroes, Core assure us the similarities are only skin deep. *Darkstone* features plenty of taxing puzzles, six massive levels and dozens of characters for you to meet as you traverse the gameworld battling the Agon hordes and evil powers that threaten to engulf your world. More details on both *Banshee* and *Dragonstone* can be obtained from Core Design on 0332 297797.



At the beginning of *Dragonstone* you meet a wise old witch who sends you on a quest to defeat the malevolent dragontime.



Square-jawed hero Sven Svardensvart takes on the might of the Styxian Empire in Core Design's top-down shoot-em-up *Banshee*.



The *Dizzy CD Collection* features 10 eggy arcade games including *Fantasy Land Dizzy* and *Kwik Snax*. Available June, price £21.99 from Codemasters, 0926 814132.



The world's oldest superhero makes a surprise appearance on the CD^{32} this Summer in *Captain Dynamo*. Price £14.99 from Codemasters 0926 814132.

IT WAS 50 YEARS AGO...

Impressions' are commemorating the 50th anniversary of D-Day with a new wargame utilising their famed Micro Miniatures battle system. *D-Day: The Beginning Of The End* enables you to attack or defend Hitler's Fortress Europe. With a wealth of historical detail and virtually identical gameplay to the recently-released American Civil War sim *Blue and the Grey* (*AF57*, 52 per cent), *D-Day* promises to be an absorbing game. It is released in June, price £34.99.

July sees the release of another Impressions game, *Lords Of The Realm*, based on the Norman invasion in 1066. You are in control of the social, economic and military welfare of a county while furthering your ambition to be the new king of England. Game features include digitised video sequences and modem-play settings. For more information on both games call Impressions on 071-351 2133.



Design and build your own mediaeval fortress then defend it from attack in Impressions' strategy sim *Lords Of The Realm*.



You are in charge of a county in *Lords Of The Realm*, but you have designs on the throne.

GRAFTGOLD JOINS WORLD CUP FRENZY

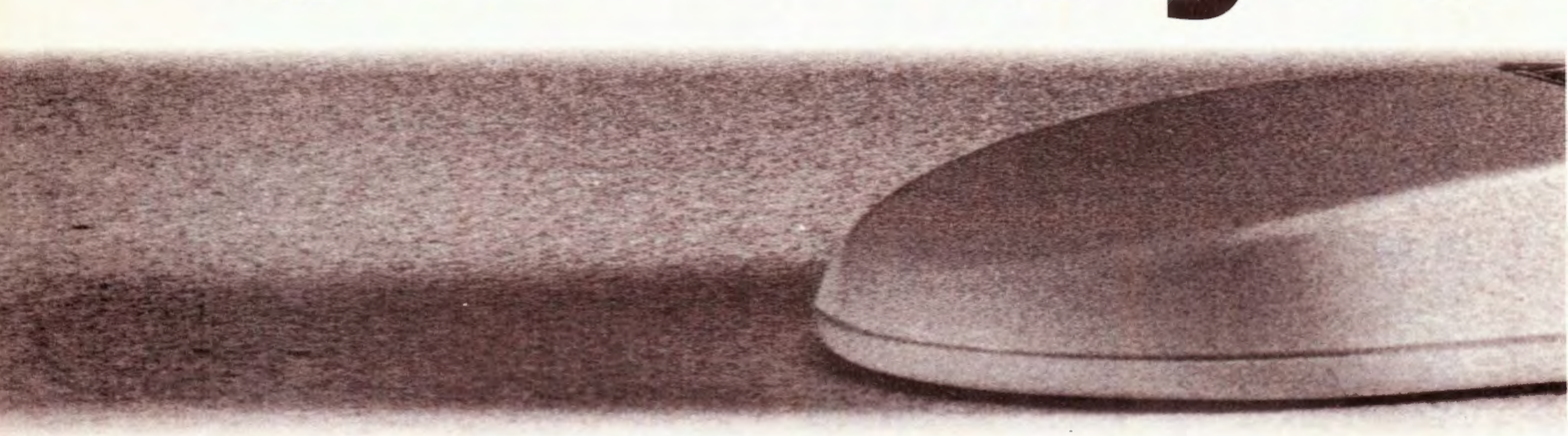
Top Amiga developers Graftgold have succumbed to the footymania sweeping the nation and developed their own 11-a-side game for Empire Software.

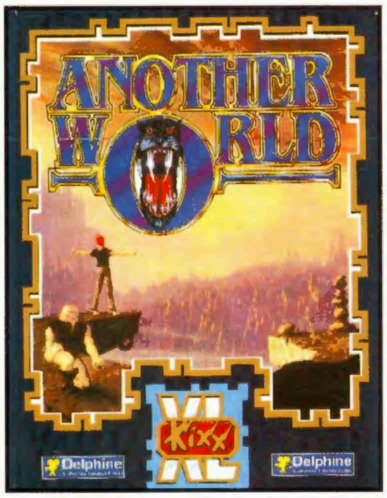
Empire Soccer '94 features 32 national sides, multi-player options and three different game styles including a full World Cup tournament. Each team in *Empire Soccer* has six super powers which give them temporary superiority over their opponents. Super Barge, for example, gives you the ability to knock down any other player for 10 seconds. Another nice touch is the ability to knock down the ref and foul players while he's not looking, and use the goalie to stick balls into the net.



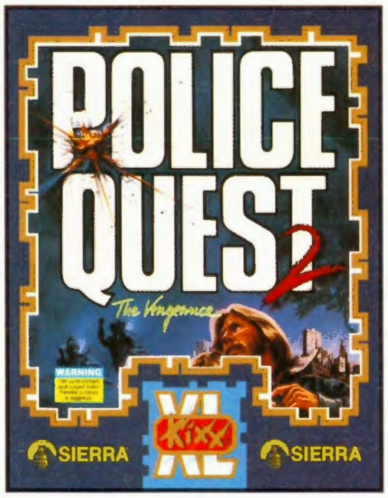
The goalie takes a nap while Maradona charges up the centre and deposits the ball neatly in the onion bag.

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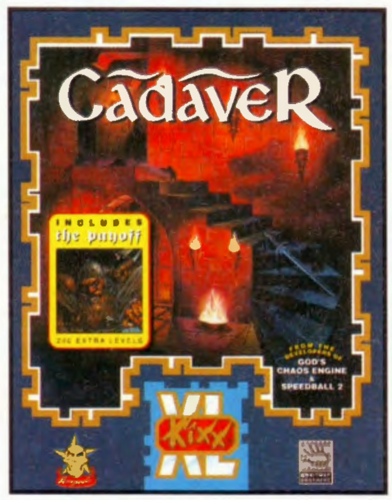
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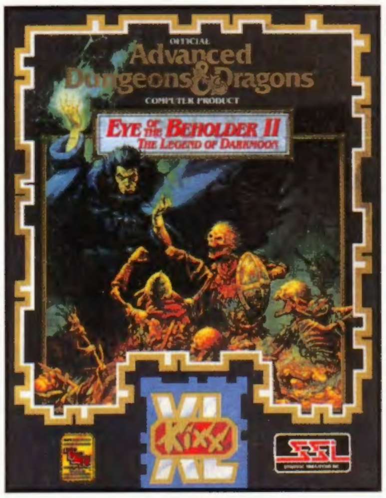
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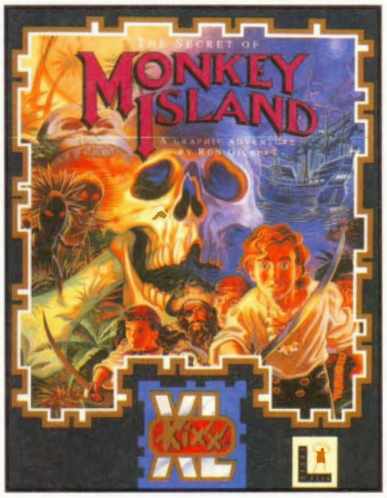
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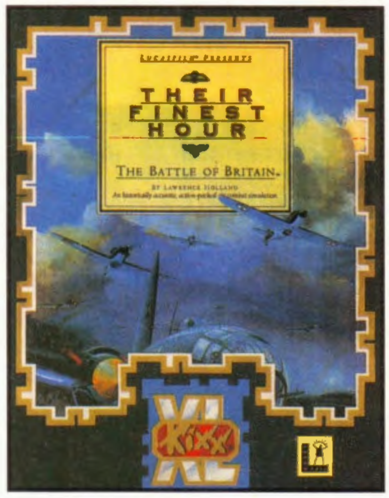




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With five Format Gold games in the last three years Blue Byte must be doing something right. Rob Mead wings his way over to Germany to discover the secret of their success...





David Braben, Andy Braybrook, and the Bitmap Brothers. These people are well-known for producing some of the best games ever to appear on the Amiga.

Now it's time to add another name to that role of honour – Blue Byte, the 20-strong band of developers from Dusseldorf who have thrilled with games like *Battle Isle*, *History Line* and *The Settlers*.

Formed just six years ago, Blue Byte have emerged as one of the top development and publishing houses in Europe with a string of *Format* Gold-winning titles to their credit and a range of ambitious projects in the pipeline. Their biggest success is cutesy god-game *The Settlers* which has sold more than 50,000 copies on the Amiga since the end of 1993.

Managing director Thomas Hertzler set up Blue Byte with his partner Lothar Schmitt after leaving Rainbow Arts in 1988. Their first game was *Great Courts*, a tennis sim which was a massive worldwide hit.

"Lothar and I were naive in the way we believed we could do better than everyone else in Germany. We found it was not that easy, but after a year we had our first release, *Great Courts*, which sold over 300,000 copies on six formats including Spectrum and C64."

Flushed with their initial success Thomas and Lothar began work on their first *Format* Gold winner *Battle Isle*. Despite the addition of two freelance programmers and a graphic artist, the new project took over 18 months to develop and failed to do as well as *Great Courts* when it was released throughout Europe in 1991.

More control

Thomas blamed their former distribution company, UBI Soft. "We thought *Battle Isle* was a good game, so what was the problem? Then we found out we had to have more control over the marketing if we wanted to have a massive hit. *Great Courts* was completely different. Everyone knows tennis and you don't have to

VORSPRUNG DURCH AMIGA

WORLD DOMINATION ENTERPRISES

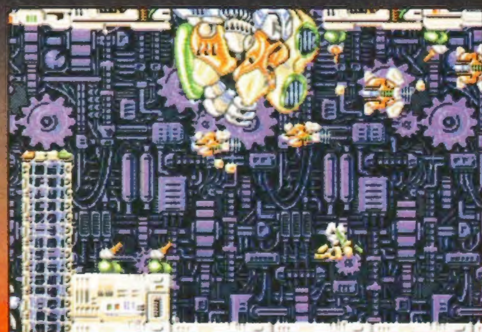
There are very few games which can claim to have pushed back the boundaries of their genre, but every one of Blue Byte's major releases has done just that, making them landmarks in the history of Amiga games.



Battle Isle

Released: 1991. Reviewed *AF29*, FG90%

For years war gaming on the Amiga was dominated by stuffy, text-heavy adventures which only military purists found any pleasure in. *Battle Isle* changed all that. Instantly accessible with great-looking graphics, *Battle Isle* offered bags of playability and addiction while enabling you to concentrate on your game strategy instead of getting bogged down in superficial detail. The game was followed by a Scenario disk (Reviewed AF37, 72%) and an update called *Battle Isle '93* (Reviewed AF48, 81%).



Apidya

Released 1992. Reviewed *AF35*, FG90%

Blue Byte's sole excursion into arcade territory finds you in control of a venom-spewing wasp which has to fly through wave after wave of killer bees, fleas and butterflies. This unusual and colourful horizontally-scrolling shoot-em-up certainly has its weird moments, but it's also very fast, very addictive and very playable. Despite receiving tremendous reviews from the Amiga press, *Apidya* sold poorly and Blue Byte decided to concentrate on strategy and role-playing games from then on.





Top left: Blue Byte's motley team of workers in celebratory move. They've just moved into plush new offices in Mulheim, just outside Dusseldorf.

Top right: Amiga programmer Rainer Reber has been working on *Battle Isle 2* for about two months. We should see it in September.

Bottom right: Blue Byte MD Thomas Hertzler has a passion for loud shirts and fast cars, but agonises over the violence contained in some computer games.

Bottom left: Their biggest musical exports may have been Nena and Kraftwerk, but the Germans can still put together a kicking Wagnerian tune when it suits them.

do a lot of advertising for it. If the game is good it will sell even without advertising, even without good reviews, but if you have a completely new product no-one knows, you have to go directly to the press and show them. All these things which UBI Soft never did because we were only one of many affiliate labels."

Thomas's frustration with UBI Soft lead to Blue Byte taking a far more active role in the marketing and publishing of their own games. *Battle Isle*'s lengthy gestation period also meant the company used the same game engine for their next major release *History Line 1914-1918*, a strategy sim which dealt with Germany's calamitous involvement in the First World War.

"We weren't very sure about the German reaction because we were dealing with a very difficult issue and what we found was that it was completely understood by the Germans and by everyone else in Europe. No-one said this is a war-game, we don't want to remember this time because the Germans started the war. It proved a German software house can do a war-game with a historical background."

To further distance themselves from any accusations of "war-mongering", Blue Byte established links with leading German universities in an attempt to understand the effects of violence in games on games players. "We care a lot about these problems," says Thomas.

This concern for their image has led Blue Byte to cultivate a European, not German, attitude towards the games they publish. Thomas argues it shouldn't be immediately obvious when you pick up a Blue Byte game that you're playing something from Germany – it should be as relevant to someone from Britain or France as it should be to someone from the Bundesrepublik. The other central tenet of Blue Byte's philosophy is that their games should be fun, easy-to-use and as accessible as possible.

“ Blue Byte's philosophy is that games should be fun, easy-to-use and as accessible as possible. ”

Supply and demand

This certainly worked in the case of *The Settlers* which marries the cute and colourful lives of a bunch of simple medieval folk with the rigours of a supply and demand economy.

"You can't make a good seller just with good advertising. You have to think what makes people play, what do people think if they play, what makes a good control system. Everything started with jump-and-run and shoot-em-up. There were many graphically good games, but the controls were very bad. Now five, six, seven years later the question is: what makes a game good? What makes it playable?" says Thomas.

Small Japanese

This praiseworthy obsession with quality software is replicated throughout the company. No-one has a monopoly of ideas and anyone at any stage is encouraged feed changes and improvements into a game's development.

This also means that people don't get pigeonholed into one aspect of a games development: "We are not small Japanese guys working on a production line," says Thomas with a grin.

This is surely the key to Blue Byte's success. Their games are geared towards a diverse international audience and they have a highly-motivated and tightly-knit workforce devoted to producing quality software.

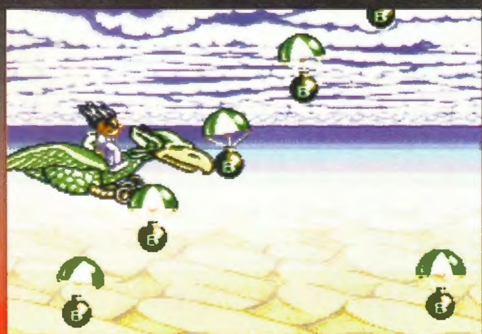
So what can we expect next from the Blue Byte team? They are currently working on a *Battle Isle* sequel due for release in September and a role-playing game from the creators of *Ambermoon* jokingly referred to as *DDT*.

The eagerly-awaited new version of *Battle Isle* promises to be Blue Byte's best Amiga offering yet, which is really saying something given their track record. It will feature a completely redesigned game engine, rendered 3D combat sequences and a multi-player option.



History Line 1914-1918
Released 1993. Reviewed *AF*43, FG94%

Based on the *Battle Isle* game engine, *History Line* tackles the controversial subject of the Great War with a wealth of historical detail, improved graphics and juicy animated sequences. The futuristic conflicts of *Battle Isle* have been replaced with historically accurate battles, weapons and people. From building and defending trenches to controlling your supply lines, *History Line* is a chillingly realistic retelling of one of the world's bloodiest conflicts and is a damn fine war game to boot.



Yo! Joe!
Released 1993. Reviewed *AF*50, FG91%

Programmed for Japanese publishers Hudson Soft, *Yo! Joe!* doesn't readily fit in to the Blue Byte scheme of things. This platform games features all the usual running, jumping and killing baddies malarkey, but does it with considerable aplomb. What really sets *Yo! Joe!* apart are the huge, gorgeously-designed levels, its sheer addictiveness and high fun content. It's not as fast or, for that matter, as furious as many similar games, but its high degree of polish means that there are few better platformers.



The Settlers
Released 1993. Reviewed *AF*54, FG94%

Only Blue Byte could take the theories of economics and turn it into an exciting and rewarding god game. At one level *The Settlers* is a cutesy version of *Populous* – it's about building social structures, employing workers and doing battle with rival civilisations. At another level, it's all about managing an efficient supply and demand economy where each sector of the society is dependent on another. As soon as you see wonderful graphics and cute animations it's love at first sight. One of the best god games ever.

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Full Motion Video module for CD³² (with Free Music Video Disc) £189.99
COMING SOON
Floppy drive, Keyboard, Mouse CD³² for A1200

A1200

2MB Single Drive	269
+20MB HD	359
+60MB HD	419
+80MB HD	429
+120MB HD	479
+200MB HD	529
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Full legal installation/utility disc and documentation and come with CBM on-site warranty service.

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Citizen ABC 24 pin colour printer with sheetfeeder and Starter Pack ....ONLY £170

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3 Top games
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ADD £44

A500/600

REFURBISHED UNITS ONLY AVAILABLE

INCLUDED	AS STANDARD	ALONE £	PLUS STARTER £	WARRANTY	EXTRAS
A500+ CARTOON CLASSICS	Captain Planet, Lemmings, The Simpsons, DPaint III*	194.99	209.99	12 months return to base	Extra 1MB £25
A600 SD WILD, WEIRD AND WICKED	Silly putty, F1 Grand Prix, Pushover, Deluxe paint III*, 700 clip art set	194.99	209.99		Extra 1MB £30 • 2Mb PCMCIA £109 PCMCIA £169 Romsharer £45
A600 HD 85 EPIC	Epic, Rome, Myth, Trivial Pursuit, Amiga Text, Deluxe Paint III*, 700 clip art set	334.99	349.99	12 month at home	

Return to base HD versions are SD units fitted with top quality 3rd party drives and come with install disc + full documentation. *DPIII needs 2MB for animation on HD models.

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Remember, a bargain is only a bargain when you like what you get! So, if you aren't Wild, Weird or Wicked, Sleepwalker sends you to sleep, Space Ace leaves you feeeling empty and Paradroid does worse, if Basic basically isn't you, exercise your options and get real value for money from Hobbyte

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Fun and educational for 2 to 11 years
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Noddy's Playtime OR Big Adventure	8 magical learning games at 3 levels, PLUS Junior Art pack, keyboard overlay and map
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Hobbyte AMOS PD Greats	Dozens of utilities, Protracker music modules, example programmes that no AMOS programmer would be without.
Deluxe Paint III, plus 700 Clip Art pics	Create your own designs to incorporate into your AMOS progs
MIDI Recording Studio & MIDI Interface	If you have a MIDI instrument, this is everything you need to compose and edit your music
OR AmigaVision	Powerful presentation and production tool

KIND WORDS 3 ADD £9.99
WORKS PLATINUM ADD £19.99

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WITH AMIGA **£15** | ALONE **£25**

10 blank discs	Make working copies of Workbench and other original applications discs as soon as you get them
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Mouse mat	Helps prevent dirt/dust collecting on mouse contacts

Plus Microswitched Joystick, 80 cap. lockable disc box, Dust Cover

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The top-selling Hobbyte Hot Lot pack now includes the ultimate joystick !!!

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"THE BUG"	The only joystick ever to be given a Gold rating 92% AF, positive single-handed action, small and lovely!
10 "Hot List" Games The GREATEST!	See listing to the right for current HOT LIST, or phone for latest changes. Children's games available.
80 Prog. Hobbyte PD Greats Pack II 10 blank discs, mouse mat, 80 capacity lockable disc box, plus dust cover	Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every Amiga owner!

DESKTOP DYNAMITE EXTRA

Wordsworth 2 AGA.
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PLUS
2 'Hot List' titles
YOUR CHOICE - SEE ACROSS

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Wordsworth + Deluxe Paint IV are top packages in their fields, EACH with RRP's almost twice the total pack price. Together they can produce high quality documents including graphics in up to 256,000 colours

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THE HOT LIST

GREAT individually packaged games, BETTER THAN THE REST !!
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ANY 10 £29.99
Or see packs across

Thunderbirds (7yrs+) ‡ - 92% AF
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Die Hard 2
Colossus Chess @
Challenge Golf
Battleships classic board game
Graeme Souness Soccer
Neighbours
Frankenstein ‡ @
Captain Planet
Silkworm Helicopter @ 93% CU
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Edd the Duck ‡
Stack Up ‡
Lemmings 92% AF
Round the Bend ‡
Fist Fighter
Sporting Triangles
World Cricket
Bart Simpson
Spiderman/Cptn America ‡ @
Arcade Trivia
Xenon - C+VG Game of the Month
Blade Warrior - A Power, AF, AAction superb reviews
Arnie

AWARD WINNERS
Space Ace, Kick Off, PipeMania, Populuos (counts as 2)

‡ PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP)
@ NOT A1200 COMPATIBLE
TITLES MAY VARY

*DPIII needs 2MB for animation on HD models.

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INTERNAL CLOCK		POA

*with cable & disc ADD £14.99 for Hobbyte fitting
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• 16.7 million colour photo realistic display • real time 24 bit animation • Optional Alpha Channel - superimpose high quality graphics onto live signal, or smoothly blend paint images • Optional Double Buffering - 2, 24 bit displays instantly available

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***SPECIAL £400 OFF**

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+ HPalFX for real time adjustment of colour, gamma, etc.

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PICCOLO 24 BIT GRAPHICS CARD
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Similar to Piccolo but with 4MB video RAM, programmable resolution to 1600 x 1280, built -in video controller inc. 110MHz clock. With FREE TV Paint Jnr.

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- Video Suite for Opal Vision WITH VOUCHERS ... 647.99
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- Retina 24 bit graphics card + 1MB + VD Paint ... 329.00
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Canon BJ 230 A3	329.99	
Canon BJ 330 A3	492.99	
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Starter pack: 500 Sheets A4 paper, Amiga to printer lead, Universal Printer Stand & Driver* with Print Manager
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Primera offers:
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- A4, transparencies + T-shirt transfer paper printing

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FULL RANGE OF CONSUMABLES AVAILABLE

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Vital for graphics-users! ... 79.95
Fully integrated JPEG utility gives enormous hard disc space savings - 100MB of framestores will compress to under 10MB. 'Snoop' gives JPEG capability to programmes that don't otherwise support JPEG, such as DPAINT IV AGA, so they can load + save JPEG files.
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K240

Visit off-world colonies, make your home on an asteroid, do battle with horrific alien entities, make money. Oh, to be back on Uncle Cyril's farm in Devon...



It is early days for your base asteroid. Already in place is the life support unit (green), storage silos (blue/green), mines (blue/yellow) and solar panels (red/white).



Three or four days later and the rock is looking a bit crowded. The ship on the left is the company's ore transporter, the one on the right is your transporter.



Now we've got a security centre, missile defences, resiblocks (where the workers live), solar generators... and we're off to colonise a new asteroid.

What's the name of that empire again? Oh yes, the Terran Empire. There are so many around these days that you simply lose track. Anyway, the Terran Empire is expanding so quickly that minor wars (just a pathetic 15 million dead) look set to bring the great dynasty to its knees.

And then (as luck would have it), a group of explorers that everyone had forgotten about, arrives home and tells of ore-rich hunks of rock in the next-door galaxy.

Obviously, every budding entrepreneur in the Empire grabs a shovel and a warp-capable space ship and clears off to go prospecting. But wait, it seems that these deserted-looking asteroids are actually home to an alien race. And they are not too happy about all these Terrans turning the old homestead asteroids into Swiss cheese.

K240 is a strategy-cum-god game in the mould of *Millennium*, *Dune 2* and *Mega-Lo-Mania*. You are an independent prospector with a team of die-hard labourers. Your job is to mine lots of ore, expand as far through the belt as you can and to keep the poor old disenfranchised aliens at bay.

Mine, all mine

You start the game with a likely-looking asteroid from which you start building your commonwealth. The view which you will see the most is your asteroid in all its rather quaint and rocky glory.

The game is played via a series of pop-up menus which appear whenever you click your right mouse button. At the beginning you have to start mining – in order to bring in the credits necessary to build on other lumps of rock. To this end you plonk a few mines down on the surface, followed by a storage facility, a solar generator and a sensor array (which is like a radar, detecting other likely-looking asteroids and any aliens in the neighbourhood).



To get anything done you have to allocate funds. Your pool of cash can be invested in construction, vehicles, intelligence or missiles. Obviously the more money you inject into an endeavour, the quicker everything will get done. However, just as you think everything is going swimmingly, along come the first problems. But this wouldn't be much of a game if everything was easy-peasy-lemon-squeezy.

Fuelling the problem

The initial challenge is going to be managing your base asteroid. You'll need plenty of generators to power all your installations. These cost money and take up valuable space on the rock. Then there's the threat of contamination. This can be dealt with by building a decontamination filter (surprise) which costs money and draws power.

Out in space they get up to all sorts of jiggery-pokery. For instance while you are not looking, the employees are likely to dip their collective fingers into the till and rob a few credits off you. The way around this is to build a security centre. From this building, men in shiny black uniforms will 'discipline' your loyal



To keep aliens at bay and to colonise other asteroids, you are going to need a fleet of ships. This is the building screen on which you equip your fine vessels.



This is Kate Adie, for the BBC, live from the Magdalen Cloud Sector Four. *(Parp.)*



Those dirty, conniving, sons of bitches. Turn your back for five minutes and some git will dip his fingers into the petty cash box. Time for a bit of (ahem) security.



The status screen lets you know exactly how you're doing. The population are happy, but we could do with a bit more power. Time for some new generators.

employees. But those same employees need good living conditions in which to procreate. So you will have to build nice living quarters. It just never ends.

Then there are those aliens whose world you've toddled into to plunder. Needless to say they are not too chuffed at your arrival and will do plenty to arrest your progress.

Fleeting moments

The solution, of course, is to build yourself a fleet of ships to do battle with them. These fleets need commanding. Oh, and let's not forget the other asteroids which have a habit of colliding with your colonies. Dear me, it's a lot of grief.

All the problems which beset your colony are actually the really fun bit of *K240*. It's all very well having a laugh building things in space, but it's the crisis management which will make or break you. As in life, so in art, and it is always best to plan ahead.

> **“ While you're not looking, the employees are likely to dip their collective fingers into the till and rob a few credits ”**

The game is very well designed and I especially compliment Gremlin on the manual. This includes a tutorial which leads you through the basics of the game – so much more preferable to being dumped into the game with nothing but a list of key commands and a few illustrations of aliens.



Lots of time has been spent on making the gameplay fluid. After just an hour of play I was zipping between all the menus, allocating funds, building armadas and desperately trying to avoid all those other ram-raiding asteroids – a process which is helped by the kaleidoscopic graphics. I particularly enjoyed the Sci-Tek catalogue, an on-line database from which you can purchase blueprints to build really splendid gadgets.

The spooky atmosphere is helped greatly by the Amiga which warns you of threats but which doesn't give much advice. The spy satellites are funky, too. Dispatch one to an enemy asteroid and it transmits video pictures showing what the aliens are up to.



Spend money on engineering and you can build almost any type of structure.



Your base might look good in that light, but it's certainly not comfortable.

Giving you what you want

Recently programmers seem to have hit upon what it takes to hold a player's interest. You need more than a bit of parallax scrolling and a few stickers in the box – what's required is a decent learning curve which eases you gently into the game and a healthy dose of that mystical quality called 'playability'.

The three games I mentioned earlier are all playable and are all lot of fun. *K240* (despite its rather naff name) is up there with them.

Although I must say that I find the ethics of the game a bit dubious – why do we always have to blow seven shades of *merde* out of the poor blighters?

Anyway, I am running low on juice, money, living space, spaceships and patience, so back to the game. Can anyone lend me a few thousand credits and a seismic penetrator?

Andy Hutchinson

K240



PROGRAMMERS
Graeme Ing, Pete Daniels

PUBLISHER
Gremlin 0742 753423

PRICE
£29.99

RELEASED
Out now





GRAPHICS
1 2 3 4 5 6 7 8 9 10
Very colourful and spacey-looking, although the screen can become confusing.

SOUND
1 2 3 4 5 6 7 8 9 10
Nice samples and a techno-style intro track, but play it with the sound down and the hi-fi on.

ADDICTION
1 2 3 4 5 6 7 8 9 10
Build your first mining colony, win your first battle, steer your first asteroid and you're hooked.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
It's difficult to click on the right building in the heat of a crisis. Larger graphics would help.

VERDICT

> **“ K240 is an addictive space exploration game which gets so involved that you will want to hire somebody else to play for you, while you watch from a safe distance. ”**

84%

RUGBY LEAGUE COACH



The Gazette keeps you informed of what's happening at other clubs. Hopefully, you won't need to read the situations vacant column.



Everything you could possibly want to know about the world of Rugby League can be accessed from your desk.



It's a tough old sport and your skills are tested to the limit when you have to reshuffle your pack due to injuries.



The nerves always tend to jangle on match days. The scores are relayed to you as and when they happen.

Aaaannnd it's an up and uuuunnder. Seventies armchair Rugby League fans will no doubt be familiar with Eddie Waring's famous catchphrase. Eddie was the voice of rugby's superior code and one of televisions' finest commentators.

Misty-eyed reminiscences aside, if it seems odd that a sport played primarily in Yorkshire, Lancashire and Cumberland should appear as an Amiga management simulation then check out the technical advisors on the game: Celtic manager Lou Macari and Sheffield United's Dave 'Harry' Bassett. I'm confused?

Gritty Northern realism

Audiogenic have taken a bold step in developing a Rugby League game. Sports management sims generally sell well, but Rugby League? Despite Eddie's stirling efforts to take the game to the man on the Clapham omnibus, it remains a marginal sport. And northern too. But hey, if you're from south of Doncaster, read on. Please.

League is the professional code, 13-a-side and rough as houses. These lads don't wear bright helmuts like them from t'other side of the Pond. No sir, tha gets blood on tha boots in League.

Your job is to take the helm at mythical Yorkshire club Thorne and lead them out of Third Division wilderness. And if you're successful, you might get offered the job at Wigan. Ultimately, your ambition is to lead out the national team.

Thankfully, *Rugby League Coach* doesn't take itself too seriously. Audiogenic have found a happy medium between providing statistical information and an amusing and user-friendly interface. You can have a cup of tea, sort through your mail, read the sports page of the Gazette, or check out the players training schedules, swot up on Sunday's opponents and buy and sell a couple of players. And the best thing is, it's fully interactive.

There you are, sitting at your desk, watching the players train through the window when suddenly the phone rings and it's the boss of Batley wanting to buy your best player. Or more ominously, it could be the chairman ringing to give you a vote of confidence.

Happy hooker

Crucial aspects of management are the careful buying and selling of players and organising training schedules. Varied training keeps players' enthusiasm going. But if this wasn't enough, there is the financial side to keep an eye on, and as in real life, you're always overdrawn.

The matches themselves are a series of comments which tell you who has scored and whether the try was converted. And it's quite effective – you hear the crowd roar and then hope that Thorne have 'gone over' (as we say in Rugby League).

Monday's Gazette has all the results, league tables and match reports, but if you've suffered a reverse, you may want to avoid it.

Rugby League Coach doesn't get bogged down by statistics – as the sporting cliche goes, there is no substitute for experience. Playing the game couldn't be simpler, but playing it well takes practice. And who knows, with a bit of luck you could reach the dizzy heights of Great Britain coach Mal Reilly. Hey Mal, where's our bloody piano?

Stephen Bradley



Picking the team for Saturday afternoon is the most important job of the week. The right team could lead to the League and Cup double. Or you could get the sack.

RL COACH



PROGRAMMERS
Anglosoft Visual Systems

PUBLISHER
Audiogenic 081-424 2244

PRICE
£29.99

RELEASED
Out soon



GRAPHICS
Not a great deal to see but the interface is well laid out and it has a pleasant cartoon feel.

SOUND
The crowd noise is rather good during the matches and the telephone sounds great.

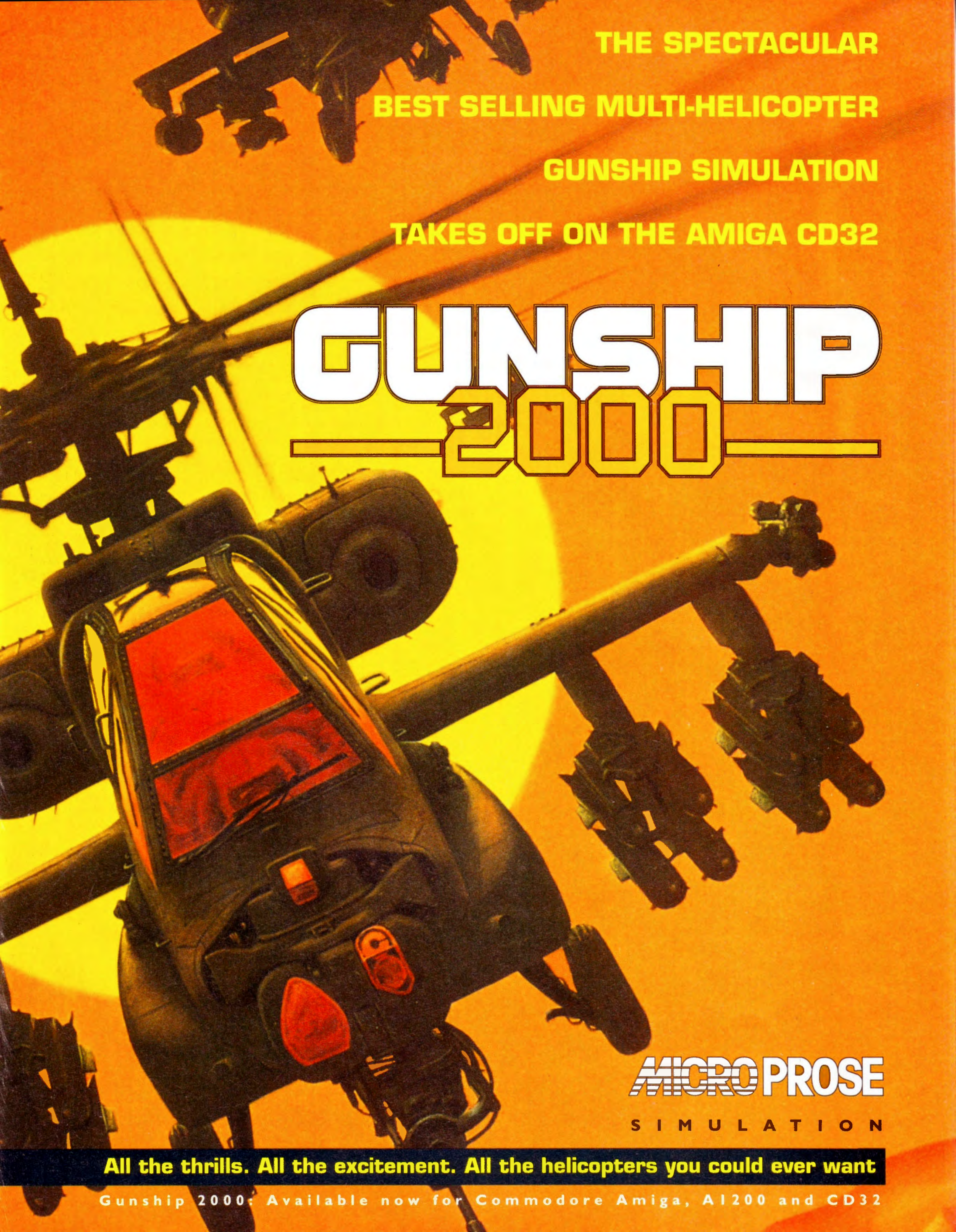
ADDICTION
Fun and difficult to put down. You get really annoyed if no-one rings you for a few days.

PLAYABILITY
One of the most enjoyable sports management sims. Could see you bleary-eyed for weeks.

VERDICT

“An enjoyable and playable sports management sim which is both quirky and serious about Rugby League. And now the joke about giving it a 'try'. Hurrah!”

82%

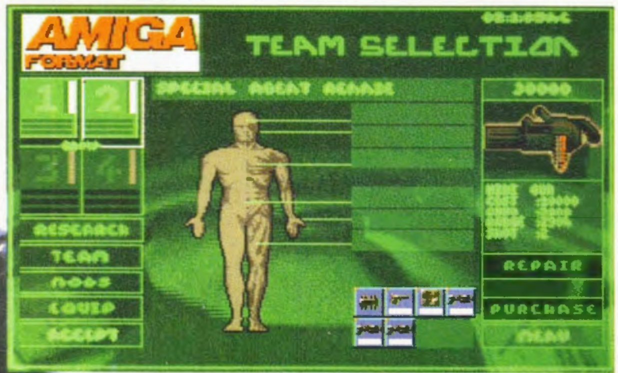

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Nine ball pool is but one of the many options. Team 17 are even kind enough to explain the rules.

ARCADE POOL

There's a bloody slope on this table. You rubbed the chalk off my tip when I wasn't looking. Someone walked in my line of vision.

There are few things in life worse than losing at pool. Maybe when that bloke in the film *Scum* puts the pool ball in the sock, whacks everyone and exclaims, "I'm the Daddy now," is a tad worse. But not much.

This game is driving me up the wall. Here I am trying to write a review and I'm desperate to beat my pitiful time of three minutes 11 seconds at Speed Pool. The idea is simple. Pot all the balls as fast as you can. In practice it's darned frustrating. You try and roll the balls over the pockets, then you give up and blast them around in the vain hope you can fluke one.

Am I going on a bit? Sorry.

Time for another quick game of Speed Pool. Back in three minutes and 10 seconds or less. I hope. Nope, well over five minutes I'm afraid.

Not that Speed Pool is the only option. There are various versions of US and UK pool as well as Survivor where you get three lives and must pot a ball on every visit to the table. Miss and you lose a life - it's splendid. There's also a Trickshot section where you can attempt Virgoian feats.

Up to eight can play and there are single match and tournament options - the interface is superbly set out and it takes about half a minute to get the hang of it.

Oh, by the way, my best Speed Pool time is now one minute and 57 seconds - cue loud applause while I breathe on my fingernails and polish them on my collar.

This game is incredibly addictive. It's not as realistic as *Archer Maclean's Pool* but hey, it's an arcade game so monkeys to it. I defy anyone to play one game and walk away from the machine. Go out and get a copy. Now.

Stephen Bradley



Survivor on the brown baize is quite splendid. I spent two days solid playing it much to the consternation of Jones the Prod Ed.



Arcade Pool has an excellent interface which takes seconds to get to grips with. Once you hit that button, you're hooked.

ARCADE POOL



PROGRAMMERS
Mario Savoia

PUBLISHER
Team 17 0924 291867

PRICE
£9.99

RELEASED
Out soon



GRAPHICS
1 2 3 4 5 6 7 8 9 10
Simple, but effective. You can even see the shine on the balls. And four baize colours too.

SOUND
1 2 3 4 5 6 7 8 9 10
Perfectly adequate clacking effects. The music is a rip off of the old *Pot Black* theme. Great.

ADDICTION
1 2 3 4 5 6 7 8 9 10
Marcus, go away from my desk. I need to do some work. All right, best of five then.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Easy control system and no messing about. My fave game of the year so far.

VERDICT

" ***Arcade Pool* is so good it could have been called Sensible Pool. If there's a more playable new game released in '94 for under a tenner then I'll, I'll, I'll go to the pub. Buy it.** "

94%

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U66...CLI Help + Others
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U69...Ultimate Boots 2
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U74...M-Cad
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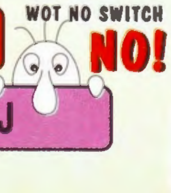
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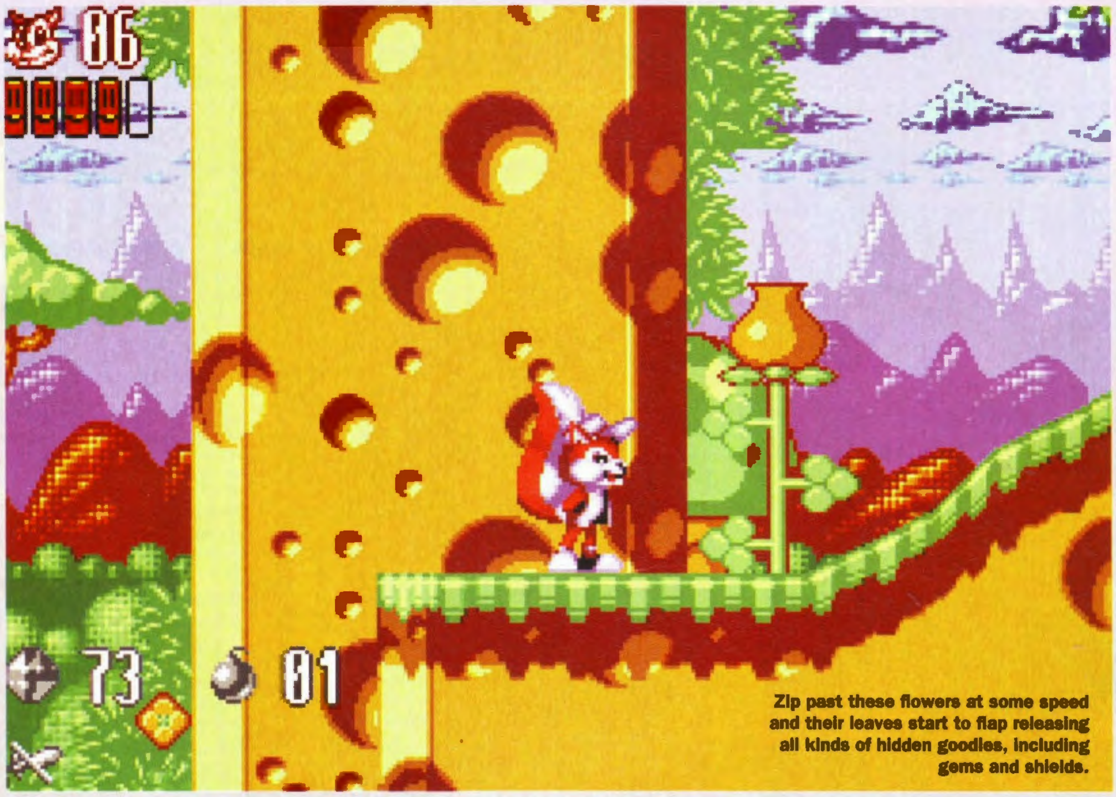
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INTELEK


Zip past these flowers at some speed and their leaves start to flap releasing all kinds of hidden goodies, including gems and shields.

MR NUTZ

There's nothing left but chickens, apparently. Yup, the little cluckers have invented colour TVs, racing cars and stereos and developed a system of battery farming where human beings lay little ovoid shapes all day.

But, boy, when things go wrong, they really go wrong. The inhabitants of planet Capon (or something) have run out of coffee after a bad harvest and, such is their craving for caffeine, they turn against the squirrels from Planet Peanut.

Sureally strange

This isn't a surrealist fantasy or even the latest animé adventure, but Ocean's new platform game *Mr Nutz*. You play the squirrel superhero of the title whose task is to explore Planet Peanut, collecting goodies and banishing the fowl ones. The action takes place over four themed worlds – Nature, Underground, Water and Inca. Each world contains a number of chicken bases which have to be closed down. Access to each base is via a map screen which contains a network of paths, often leading to chests of treasure and other characters who can help you.

Each world is also made up of different islands so occasionally Nutz has to sail from one to another on his raft or use the Peanut teleport system. There are two types of platform level in the game. The chicken bases are the most important and are marked with a red pennant on the map screen. The blue pennant levels are less crucial, but are a valuable source of the goodies you need to defeat the chickens and gain access to the bonus sections.


The Warp Zone is one of three bonus sections filled with gems and other goodies. It looks a bit like *Bob's Bad Day*.

It all bears more than a passing resemblance to Sega's *Sonic*, with the levels' sweeping curves and the way Nutz turns into a ball of fur when he speeds up. The map section is reminiscent of *Super Mario*.

Sadly, this doesn't mean *Mr Nutz* is any good. Even during the opening levels, it's easy to lose hitpoints and lives because you have to stamp on baddies to kill them. Why can't Nutz lob acorns at them?

Size does matter

The map and platform sections also jar. Wandering around the map soon gets tedious, especially when you have to retrace your steps because teleports have been knocked out. The map's small size also makes it hard on your eyes.

Saving the game is a nightmare too. You have to go to certain teleports armed with a star which is only awarded when you collect 99 gems. Because you need stars to find bonus sections, it's easy to die and be sent back to the beginning of the game.

Mr Nutz isn't all bad. The scrolling is smooth, the sprites are cutely animated and the controls are slick. It's all just a little uninspiring and its high frustration factor is going to have you throwing your Amiga out the window in despair.

Rob Mead


Mr Nutz reaches for the packet of nuclear Paxo hidden in his utility belt.


Our hero takes a breather and admires the impressive parallax scrolling.

MR NUTZ



PROGRAMMERS
The Neon Team

PUBLISHER
Ocean 061-832 6633

PRICE
£25.99

RELEASED
Out now



GRAPHICS
1 2 3 4 5 6 7 8 9 10
This cutesy game bears more than a passing resemblance to Sega's *Sonic the Hedgehog*.

SOUND
1 2 3 4 5 6 7 8 9 10
The usual Bontempi nonsense plus nondescript sound effects and annoying squirrel samples.

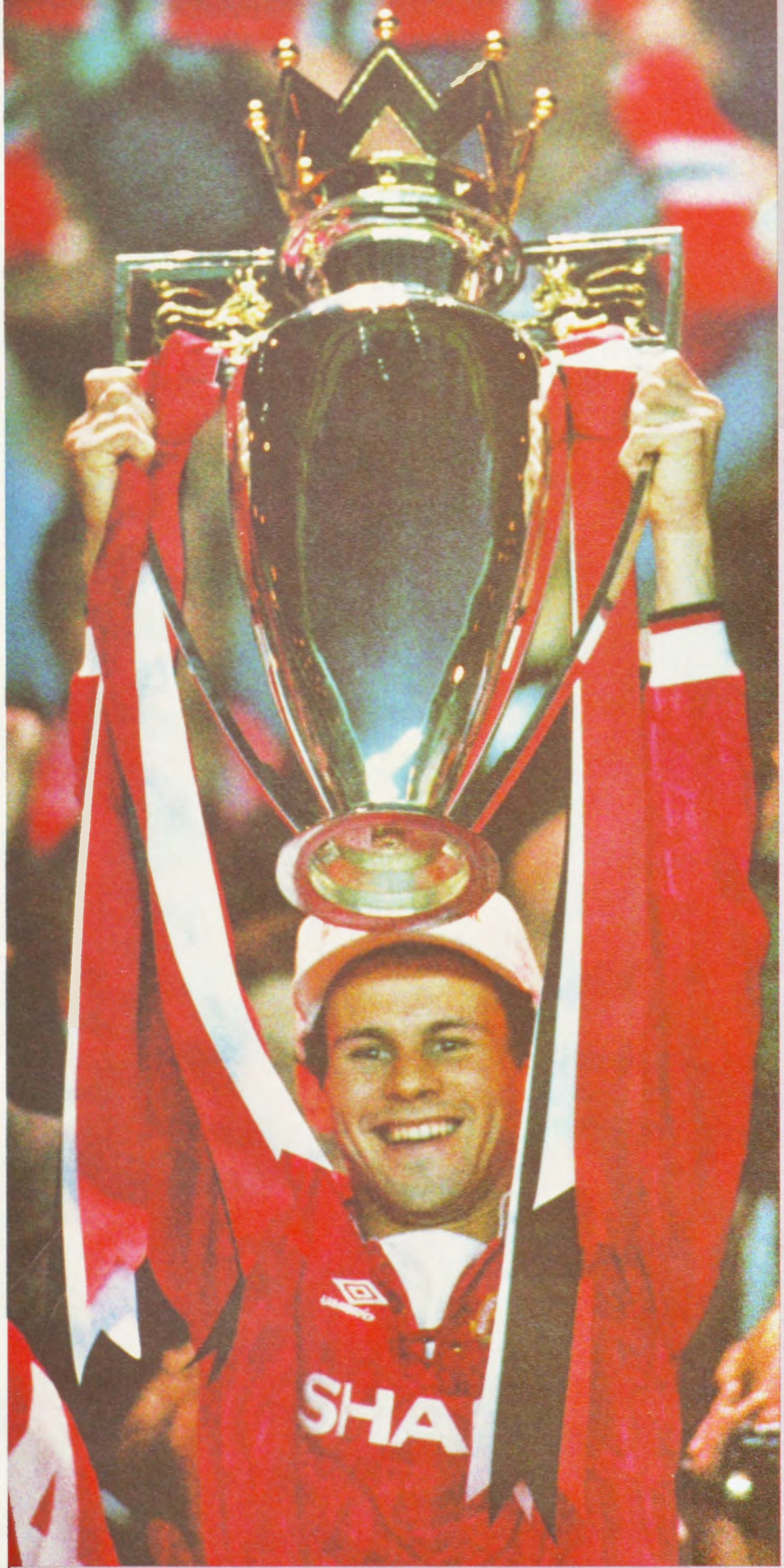
ADDICTION
1 2 3 4 5 6 7 8 9 10
It's frustrating, but *Mr Nutz* manages to sink its teeth into your gameplaying soul.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Four huge worlds, bonus sections and a giant map should keep you enthralled for hours.

VERDICT

“ This competent platformer is let down by a complete lack of originality and a very high frustration level. *Mr Nutz* tries so hard to be *Sonic* that it hurts. ”

71%



Manchester UNITED

Manchester United won the first Premier League competition and look set to win the second. Whilst the Manchester United team have practised their skills on the training ground, Krisalis' top team of programmers have toiled to perfect a football simulation which will give the player a more realistic reproduction of the football season together with its injuries, suspensions, tactics and careful foreward planning that could dictate the success or failure of your chosen team before you have even picked up your joystick and pressed a fire button in anger.

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KRISALIS SOFTWARE LTD.







Welcome to the eerie, spooky land of *Darkmere*. Foul deeds are taking place in this once beautiful village, nestling on the banks of the River Ouse. Dare you wander about vaguely, pop in to the plethora of antique shops and buy a couple of knick-knacks for the sideboard at home? Just don't buy any horse brasses!

DARKMERE

The orcs are rampant, the barbarians lack job satisfaction and an evil incarnation has cast an air of doom over your land. It's time to reach for your book of happy spells...



Hidden secrets lie within plain-looking barrels. This one's got beer in it. Burp!



Visit the Blacksmith for a chat and a cup of tea and go robbing for him.



Bump into an orc and you'll have to battle your way out with more than talk.

They have a rough old time of it in enchanted lands. One minute they're happily brewing potions, laughing with the fairies (like you do), and polishing their sacred orbs and the next minute some evil force toddles into town and the village elder asks for volunteers to embark on a dangerous quest of good versus evil. And we think we've got it tough with the Council Tax.

Such is the fate that has befallen the Kingdom of the Elven King Gildorn. He meets a nice lost elf, falls in love with her and then just as they're picking curtains for the Elven castle, she ups sticks and naffs off.

The King (no, not Elvis), isn't too chuffed about this because they'd found some nice flowery ready-mades and so he goes off to look for her. There's no sign of Her Majesty, but he does chance upon his new-born son who, mysteriously, has been left in the middle of the forest.

Anyway, the kid grows up to be dead hard (don't they always) and the King mourns his missing missus and doesn't notice the barbarians, orcs, Council Tax collectors and other miscreants who flock to his kingdom and hang their battle axes and clipboards above the fireplace.

Getting into prince

Eventually Kingy comes to his senses, realises that his happy kingdom looks more like Bosnia than DisneyWorld and sends his son off to sort it all out with only a glowing sword and a crystal for company. And guess what? You're the king's son – Ebryn. Welcome ladies and gentlemen to the odd world of the role-playing game.

Darkmere is the latest in a long line of isometric RPGs. You control Ebryn with a joystick and you've got to wander around the village, the forest and the orc caverns. Your progress depends on three things:



In days of old, when men were bold and women wore large bras, a naughty dragon stole some beer and set alight some cars. Lords and ladies, I thank you.



Hello Sailor. Fancy a good time? I've got Sky, a CD[32], brilliant jigsaws, a jacuzzi, the complete works of Boris Yeltsin and some very fine cheese. Or you would you prefer a plain old-fashioned...? *(Snip! – Ed).*

combat with weirdies, problem solving and mapping.

If you prefer a nice linear game in which the only choice offered is whether to get the laser or the smart bomb, stop reading now. However if your IQ is larger than your shoe size then the odds are that you will enjoy the mental challenge of *Darkmere*.

Ebryn starts off in a little room on West Wall Street. This is a good time to acclimatise to the various menu options. By clicking Fire you're presented with a drop-down menu. This displays options such as: search, examine, take, drink, smell or question, although these are dependent on who or what is in the room with you.

In the start location there are human bones, a key, beer bottles, a barrel and a stocky chap. You can take the beer, drink it and feel woozy, grab the key and have a chat with the bloke. It's easy to tell if the person you're questioning is going to be of any use – the number of topic options will be larger.

Been there, bashed that

This kind of game hasn't changed a lot since Ultimate started creating them in the early Eighties. All right so the graphics have improved and games are Amiga user-friendly now, but essentially it's the same old thing time and time again. You plod around a fantasy world, bashing in orcs and collecting treasure. So the only really valid question is: how well designed are the puzzles?

I'm happy to say that the problems in *Darkmere* are well conceived and logical. An initial search of the city will eventually bring you to the Blacksmith's shop. He'll ask you to steal some iron ingots for him from people's houses. This will lead you on a search of the village and lots of encounters with orcs, demons and deadly rats. You're warned about danger by your sword which lights up like a lightsabre when there's summat nasty around the corner.



It's a long, long road, with many a winding turn, that leads us who knows where, who knows when. So you should have brought an *OS Trailfinder* with you, silly.

I would strongly advise you to map the zones. This not only makes navigating around the village easier, but also helps in working out the problems. Fortunately Core supplied *AF* with maps of the game and judging from the size of them I reckon it will take you a good week of solid playing just to visit all the places in the village.

The isometric design works well, although combat can be frustrating, because unless you line yourself up correctly you will be slashing thin air and it only takes a few hits to deplete your energy. I often found myself legging it from dangerous beasties before they gave me the inevitable kicking.

Darkmere isn't linear (that's a good thing), it has a simple drop-down menu system (that's good and bad) and some frustrating action sections (that's bad). If you're desperate for a fix of fantasy land then buy *Darkmere* tomorrow. It isn't up to the standards of American games, but its tight design, atmospheric graphics, spooky sound and naff plot make it a must-buy for all you goblin fanciers.

Andy Hutchinson



Obvious captions would include: He who lives by the sword...; He's got a fair point...; Lying down on the job again...

DARKMERE



PROGRAMMERS
Core Design

PUBLISHER
Core 0332 297797

PRICE
£29.99

RELEASED
Out now

NEEDS 1 MEG

GRAPHICS
1 2 3 4 5 6 7 8 9 10
Wonderfully detailed locations with better wood-effects than MFI, but some dodgy animation.

SOUND
1 2 3 4 5 6 7 8 9 10
Spooky tunes and tasty spot effects. The orc death sound is particularly groovy.

ADDICTION
1 2 3 4 5 6 7 8 9 10
You can wander around any of the locations on each level, and solve puzzles at the same time.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Well designed drop-down menus. Aimed, not completely successfully, at games players.

VERDICT

"*Darkmere* is a funky role-playing game with some decidedly odd characters, some good spot effects and a familiar naff plot. Play before you buy."

80%



Death is more of a certainty than a probability, and these mad axe mutants ensure that this is the outcome every single time.

A1200

TOTAL CARNAGE



Lager. It's as good a word to start as any. Anyway, the redoubtable General Akhboob has been up to some devilish tricks involving goo. Yes, goo. If it had been *Playdoh* then the problems would have been minimal at worst.

But the goo has produced some wild mutant creations (didn't *Playdoh* smell just smashing?) and as the Western world isn't yet receptive to the idea of mutants wandering about, you have been given the task of taking the General to erm, task.

Call yourself Captain Carnage, and if a mate wants a game then he or she can be Major Mayhem. How nice. "Gentlemen, we have ourselves a situation here," is the sort of thing one of these characters might espouse if this were a film.

However, it is but a viewed-from-above shoot-em-up and the chaps cannot talk. Shame really. At least then they could moan about the difficulty, neigh, almost impossibility of their task, at the standard of gameplay, and the way they walk around like Mr Humphreys from *Are You Being Served.* If they walked like Mrs Slocombe the fiends would run for their dear lives.

In one-player mode it becomes apparent that *Total Carnage* could have been named *Mission Impossible.* No sooner have you pressed finger to trigger, than you find yourself immediately surrounded by mutant soldiers.

Imagine, if you will, a fight where the combatants are a Dr Marten boot (cherry red, 21 lace holes) and an earwig. The Dr Marten boot wins every time.

Two-player mode is a tad more enjoyable – you live for at least, oh, a couple of minutes before the mutants pulverise you. There are two difficulty modes – very hard and bleedin' impossible.

Power-ups abound. They include enhanced weaponry, extra lives and bonus gems. And by jove you need them. Also, there are folk scattered around who require rescuing although it remains unclear as to why blonde women in bikinis are in the Kookistan desert. Perhaps they are friendly mutants. Unfortunately, good games require more than big guns and blondes. *Total Carnage* is not a good game. It's a poor game. Why it's A1200-only is a mystery. The graphics are of Armitage Shanks standard and the scrolling is equally poor.

Controlling your pugnacious pal is hugely difficult (the CD^{32} joypad works best for me) and you get trapped, shot and squashed at will. At 30 nicker it's outrageously costly.

Total Carnage is not devoid of amusement and the disk accessing screen is splendid. A huge, muscular Rambo-type figure stands proud while politely requesting that you 'Please wait'. Hurrah! If you want a decent two-player shoot-em-up get *The Chaos Engine* instead.

Stephen Bradley



If you want a load of easy points, use your bog standard rifle on the tanks and you're guaranteed about 20,000.


Sometimes when he has a rare day off from Noel's House Party, Mr Blobby terrorises folk in his tank.

TOTAL CARNAGE



PROGRAMMERS
Simon Fox, Keith Weatherly

PUBLISHER
ICE 0453 756993

PRICE
£29.99

RELEASED
Out now

GRAPHICS
Oh what visual delight doth the AGA chip bring. Not in *Total Carnage,* though.

SOUND
You can't go wrong with a few bangs and crashes and the odd plaintive cry of 'Total Carnage'.

ADDICTION
In two-player mode, you can enjoy this up to a point. If it's raining and there's nowt on TV.

PLAYABILITY
It's far too difficult, and not made any easier by the awful sprite control.

VERDICT

"Imagine something disappointing and multiply it by 19. *Total Carnage* is incredibly tough, even on the easy option, the graphics are poor and the 30 quid tag is simply not justified."

43%



This is Jack's local. There's karaoke on Tuesday and the Sunday evening quiz is very popular.

INNOCENT UNTIL CAUGHT

Is the bawdy world of Jack T Ladd a graphic thriller, or is it just a sad variation on the Carry On theme? We reveal all.

There was a time when all graphic adventures were measured against the incredibly high standards of the *Monkey Island* games. Now *Beneath A Steel Sky* has set new standards, so how does *Innocent Until Caught* compare? What can it offer that we haven't seen before?

Initial impressions are that it's as dull as a scene from *LA Law* and, as you find out more about your in-game persona, it emerges that the scenario has all the puerile humour of Benny Hill woven into a futuristic Film-Noiresque setting. The result? Virtual Pornography, CensoRound and more double entendres than on a camping trip with Julian Clary.

The protagonist, Jack T Ladd (ho!, ho!), is so utterly unlikable that after a few seconds you really can't be bothered to help him at all. Don't read his introduction to the game before slapping home Disk One because it will just make you sympathise with his enemies.

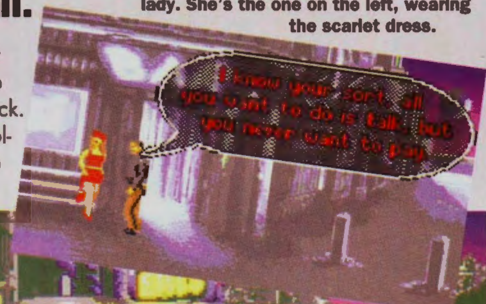
It's the pathetic jokes that hit you first with quips such as: "A glass of Gary's Gutrot coming up...in more ways than one!". Mmmm. Then there are those double entendres.

Brothel creep

Much of the action at the beginning takes place in a bordello where, no matter how you try to dictate the conversation, the Ladd chimes in with pleas for a free appointment. *Innocent Until Caught* is definitely one to keep away from the children if you want to avoid some very awkward questions over dinner.

OK, so Jack may not approach things in quite the same way as you or I, but then we're not on the run from the Interstellar Revenue Decimation Service who would as soon confiscate your manhood as see you in credit.

Innocent Until Caught gives you 28 days to help Jack get back into the black. It's a case, as usual, of collecting objects which help you progress through a



Jack makes small talk with a scarlet lady. She's the one on the left, wearing the scarlet dress.



Can these bikers impart some vital information to Jack to help him on his travels through *Innocent Until Caught*? Best walk up and ask them Jack.



JACK T LADD'S GUIDE TO LIFE, THE UNIVERSE AND EVERYTHING

Innocent's hero is a master thief, bar-room philosopher and all-round wit. Here's what he has to say on some of the major issues of the day:

DRINKING

"Never challenge a bartender on a Federation Starship to a game of 'I bet you don't know how to make a Legspreader Surprise.' He'll have you unconscious before you can say 'lyz bett uyz dontt gnaw hoooow tooooo mak er...'"

PETS

"The hamsters you sold him were, in fact, a box of wigs for people with small heads."

CUSTOMS

"Most people look (and feel) guilty when passing through customs, and end up getting their most intimate articles of clothing searched for an ounce of Gerbil Nuts."

LAW AND ORDER

"If a policeman isn't corrupt, he's stupid. If he isn't stupid, he isn't a policeman."

CULTURE

"If governments displayed great works of art in pig sheds no-one would ever bother to steal them."

INSANITY

"Madness isn't genetically transmitted. At least that's what my friend Dinky the green goblin says."

THE INTERSTELLAR REVENUE DECIMATION SERVICE (IRDS)

"They will tax anything that moves, and if it doesn't move they'll slap an Immobility Tax on it."

vast number of screens. The satisfaction of completing a task that suddenly reveals a whole new, sumptuously-decorated area is immense, but you have to ask yourself if you can bear the monotony of plodding your little character back and forth until he makes a connection that bears fruit.

Games like this certainly aren't action-packed, and what they lack in adrenalin they should make up for in intrigue. *Innocent Until Caught* isn't helped in this respect by a sluggish control system that discourages you from exploring. The cursor moves jerkily across the screen making it difficult to manipulate, although being able to scroll through each option, rather than click on a panel, makes things a lot easier.

"Keep it away from the children if you want to avoid some awkward questions."

Explosive climax

Don't forget there are those disk-swapping sessions from hell to be endured unless you have a hard drive. All right, so games of this type aren't renowned for speed of access, but this one is an awesome size. If you haven't got a hard drive then don't buy it. You'll end up destroying your equipment in fury, and probably develop arthritis in your wrist.

The overall atmosphere of *Innocent Until Caught* is uncomfortable. Neither Jack nor any of the people he encounters are really convincing and the game meanders from one situation to the next without an overall storyline.

Although you are assured of an explosive climax, the initial sub-plots of retrieving items for various denizens fail to hold your interest. And despite the size of the game there is surprisingly little flexibility in the route to success or failure. Talking to characters produces the same results no matter how sarcastically you approach people. When there aren't many ways to go in a game like this, the computer becomes nothing more than a glorified adventure book. Take away that sexy artwork and you would have no use for the medium.

Thankfully, *Innocent Until Caught* is well drawn. It's not in the same class as *Beneath A Steel Sky*, but it is suitably futuristic and slick. The sound stumbles along a little, but a sexy soundtrack is hardly essential to a graphic adventure. The game's real flaw is that it is so difficult. Rather than gently introducing you to the techniques of exploring you are thrown in at the deep end, and for all its atmosphere, *Innocent Until Caught* remains inaccessible.

The problem is compounded by a twisted design logic that allows you to stumble across someone else's passport in the first five minutes of the game, and to use it to prove your own identity later on (eh?).

You can call hulking sailors fat and they simply agree, and despite your reputation as a master thief you can't lift things from a certain pawnbroker's shop because doing so gives you a guilty conscience.

For a fan of the genre, *Innocent Until Caught* is an attractive sci-fi variation on the *Monkey Island* theme. There is plenty of exploring to be done, but enduring its feeble humour is like having your ribs broken rather than tickled.

It's a competent but narrow venture into the world of role-playing. The selling point is the massive number of locations and encounters across several planets. Not bad, but *Innocent* lacks the innovation needed to put it on the map.

Rob Mead



When Jack has a family get-together is it called a night out with the Ladds?



A sluggish control system makes moving around more difficult than it should be.



Ladies of easy virtue and houses of ill repute set the tone for Jack T Ladd's less than innocent adventures. Now, where do I get my Luncheon Vouchers?

INNOCENT UNTIL CAUGHT



PROGRAMMERS
Divide By Zero

PUBLISHER
Psygnosis 051-709 5755

PRICE
£34.99

RELEASED
Out now

NEEDS 1 MEG

HARD DISK INSTALLABLE

GRAPHICS
This is the game's strongest point. Some of the graphics are real gems.

SOUND
Adequate for the style. But it lacks those neat little touches which make all the difference.

ADDICTION
Fails to engage you quickly enough, although it gets more interesting with persistence.

PLAYABILITY
Despite the awkward controls Jack T Ladd's jaunt could be rewarding for the very curious.

VERDICT

"*Innocent* is a big disappointment. Its dodgy controls and puerile humour are infuriating. Even some seriously gorgeous graphics cannot raise the game above being second-rate"

67%

FROM THE MAKERS OF AMIGA FORMAT

DON'T BUY AN UNTIL YOU'VE

THIS MONTH IN AMIGA POWER, WE BRING YOU...

QUESTIONS...

"After all, some of our favourite games are cute platform games, so why should we hate most of them so?"



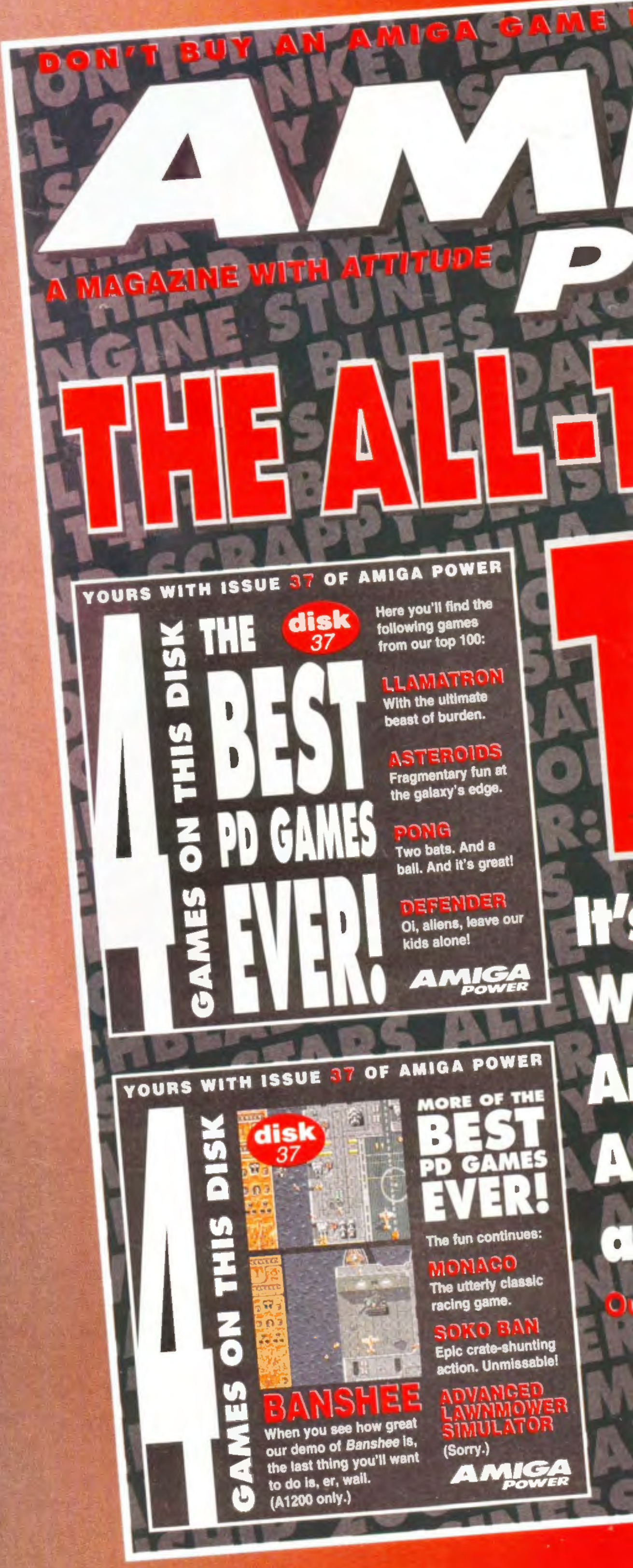
– Stuart Campbell doesn't get off to the best of starts with the brand new cute platform game *Brian the Lion* from Psygnosis.

QUESTIONS...



"Look, we're meant to be caught up in some perilous quest to rescue a princess or something, and the game stops to tell us what sort of wood the legs of a table are made from. Why?"

– Jonathan Davies (almost) loses his cool as he examines Core's infuriatingly pedantic *Darkmere*.



AMIGA GAME READ THIS!



ON SALE NOW!



QUESTIONS...

"You know those supposedly sexy shots that the controller opts to change to, the ones where you're right down on the touchline with the footballer?"



– Steve McGill tempts fate in his review of Core's *Heimdall 2*.

QUESTIONS...

"If the enemy have got so many planes constantly in the air, why on earth don't they just bomb me into oblivion?"



– As does Cam Winstanley when he subjects 3D shoot-'em-up/adventure *Armour-Geddon 2* to his scrutity.

AMIGA POWER

It's always been the world's *best* Amiga games magazine. And now it's the world's *biggest-selling* Amiga games magazine. As well.

APOCALYPSE



The jungle scenes feature dense forest, glittering waterfalls and the chirrup of insects.



Round and round the rotor blades go, adjust your seat belt and check your rear-view mirror and before you know it...



...you're flying happily along in your smart little chopper with hardly a care in the world. Apart from that large gun.

Yes, it's time to flush your conscience down the pan of sin once again and slaughter a few more digital men.

Shoot 'em, strafe 'em, singe 'em with jets of flame, fire your rockets at them, drop mines in their path, or land on them with your big, heavy chopper – you know the score. Actually, helicopter shoot-em-up *Apocalypse* makes the genre more involving than usual, and to play it well, you have to have a plan.

At some point or another we've all been so hacked off by *Defender* that only one thing eased the frustration – killing the good guys for a change. This was all very well when the good guys were just blobs, but *Apocalypse* encourages a more humane approach because when one of your men takes a hit, he stays agonisingly wounded in the field, so you are a scum-sucking git if you don't rush paramedics to the scene.

Each level of *Apocalypse* takes you to a different part of enemy territory where the good guys are being held captive. As you take out various buildings, either enemy troops or your own GIs flock from the ruins. If the former emerge then you blow them away. If it's the latter, you pick up survivors and take them back to your local headquarters or to the nearby field hospital.



Pick up your wounded comrades and rush them to the field hospital.

Rumble in the jungle

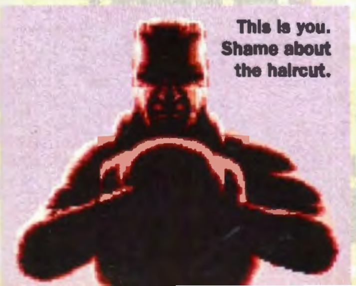
Be warned that *Apocalypse* is not in the slightest bit easy – particularly after level two where there seems to be a constant hail of bullets heading your way. Counter this establishing air supremacy. After that, you can search thoroughly for escapees without losing your rotorblades.

The arsenal of weaponry includes rockets and heat-seeking missiles, and there are more tactical modes of offence available such as flamethrowers for totalling enemy dwellings and mines which can be dropped to protect your boys on the ground. Unless there is an incredible amount going on at once, things rarely slow down in *Apocalypse*. Your chopper swings about with the greatest of ease and you can control the precise direction of fire.

The jungle atmosphere is pretty authentic with dense forest, glittering waterfalls and the chirrup of insects through tropical mists. On a later level, enemy stockades are replaced by the turrets of a huge ship and its this variety in the environments, and neat touches such as tiny stretcher bearers clambering aboard, keep you hooked.

But above all, *Apocalypse* is very involving. It's an impressive blend of shoot-em-up action and mild strategy. Easy to get in to but a real challenge once you are there.

Rob Mead



This is you. Shame about the haircut.

APOCALYPSE



PROGRAMMERS
Miracle

PUBLISHER
Virgin 081-960 2255

PRICE
£25.99

RELEASED
Out now

NEEDS 1 MEG

GRAPHICS

In the main, the huge backdrops move fluidly. Cute animation touches abound.

SOUND

Satisfying chopper-like revs and good jungle flavour add to the game's atmosphere.

ADDICTION

It's hard, but frustration keeps you coming back. Those enemy buildings are begging to be hit.

PLAYABILITY

Very accessible. You can get into the action straight away. *Apocalypse* is a high flyer.

VERDICT

"The sort of game you'd happily tackle with a stack of 10 pence pieces. *Apocalypse* is a sexy, rip-roaring, shoot-em-up with a strong element of tactical awareness. Very good."

86%

WRECKED

A PSYCHEDELIC ADVENTURE



Having just dropped a tab, the screen displays funny floaty things. Coooo

As a regular abuser of nefarious substances I was looking forward to playing this game! Then I learnt it was released by an organisation called Health Wise and my excitement went out the window.

So I read the flimsy card wallet it came in and thought that this could be a good game. Kids take drugs, (I'm sorry folks, but it's a sad fact of a rapidly deteriorating society) and marrying an important issue with a medium all youngsters indulge in to teach them the evils is a good idea.

But it's crap. *Wrecked* is a platformer that not only falls down on appalling gameplay, but also on the superficial information it gives about each type of drug and their effects. You are Jo, a hopeless junkie, trying to get to the exit of each level. You have the choice of taking, stashing or getting info on the drugs hanging around. The only joy I had was when out of sheer frustration I took a cocktail of dope, acid and alcohol. The screen started to change... Whooo! I'm feeling giddy. What's that pink elephant doing there?

Frank Bartucca

WRECKED

PROGRAMMERS
KKOS

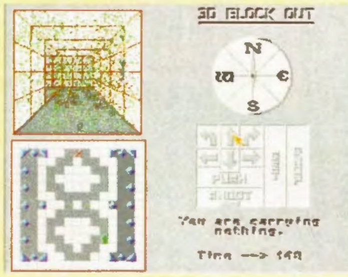
PUBLISHER
Health Wise
051-709 5505

PRICE
£29.99

RELEASED
Out now

25%

3D BLOCK OUT



A force appears in front of me, or has someone just sneezed in my face?

As twilight nears and the owls begin to howl, I sit alone in a dark room lit only by a flickering screen... But enough of my uneventful social life, I decide to play a game – *3D Block Out*. Here we go.

You are Aramir a good wizard banished to a world of no return... battling against a warlock called Lothas. Sounds promising. The credits roll, the menu fades out and I'm in. In where? I don't know, and after about five minutes I don't really care. It's a maze of some sort. I can see an exit but there are blocks obstructing the path. What are these funny things with electricity coming out of them? Oh, they're generators. A couple of blasts of magic hand power later and I'm through and I disappear.

Then I turn off the machine and decide to go for a walk instead, it's a lot better for you and not as dull, not in beautiful Bath, anyway.

Add *3D Block Outs'* clunky sound and slow, tedious gameplay and you've got a game that will either send you to sleep or at least encourage you to get off your bum and do something else.

Frank Bartucca

3D BLOCK OUT

PROGRAMMERS
Ben Abbott, Lawrence Owen

PUBLISHER
Flexiware 0865 873625

PRICE
£6.99

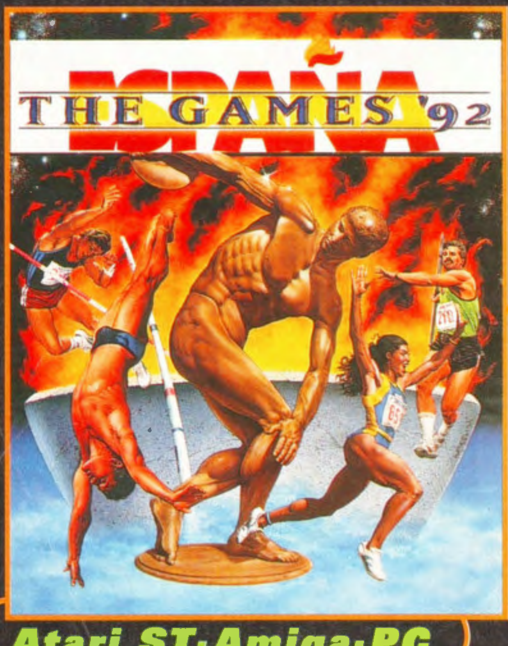
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40%

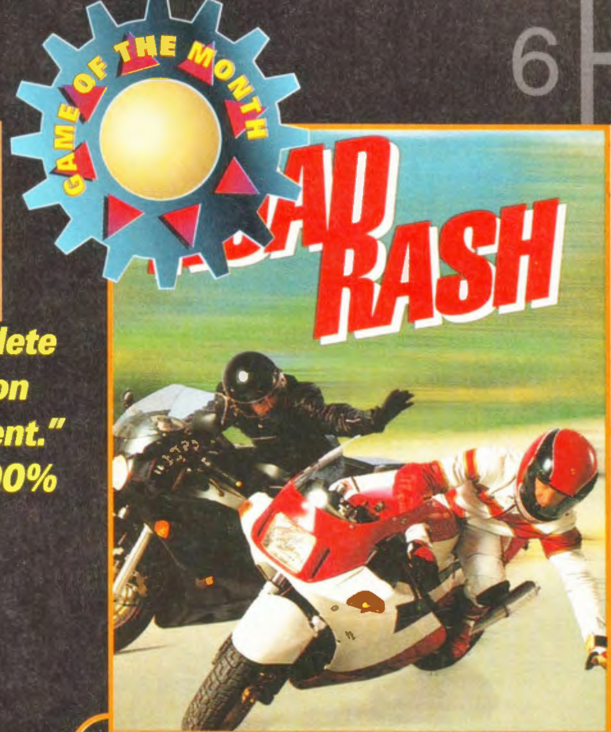
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Amiga



"You'
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time
is a m
GAM
91%

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AMIGA CD^{32}

A GREAT NEW MAGAZINE FROM THE MAKERS OF AMIGA FORMAT

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MAIL ORDER FORM

Steve Bradley revels in the latest batch of CD[32] releases, shooting it out with *The Chaos Engine*, going all cute and cuddly over *Qwak*, roaring around the office with *Lotus Trilogy* and getting offensive with *Sports Football*. Strange chap.

THE CHAOS ENGINE

Renegade ■ 071-481 9214 ■ £24.99 ■ Out now

Baron Fortesque was one heck of a clever chap. Last century, he built a machine which turned ordinary blokes, who probably went to work on the Clapham Omnibus into armour-plated killing machines. No doubt he would be flooded with freelance work these days. There are six of these fine fellows out there prepared to do or die in the World of Chaos and os luck would have it, you can be one of them. And your friend too. Or your Mum.

As almost-isometric-3D-shoot-em-ups-with-puzzle-solving elements go, *The Chaos Engine* is in the A stream. The six characters all have their peculiar strengths and weaknesses – the Preacher is quick and smart but low on stamina, whereas the Thug (hurrah) is slow and stupid but ploughs on regardless. The puzzles ensure that despite the outward appearance of an out-and-out shoot-em-up, there is always an element of strategy involved. Written by the Bitmap Brothers, *The Chaos Engine* is an incredibly polished and extremely absorbing game. It's easy to get into, but difficult to put down, it's simple to control, but not so easy to do well with.

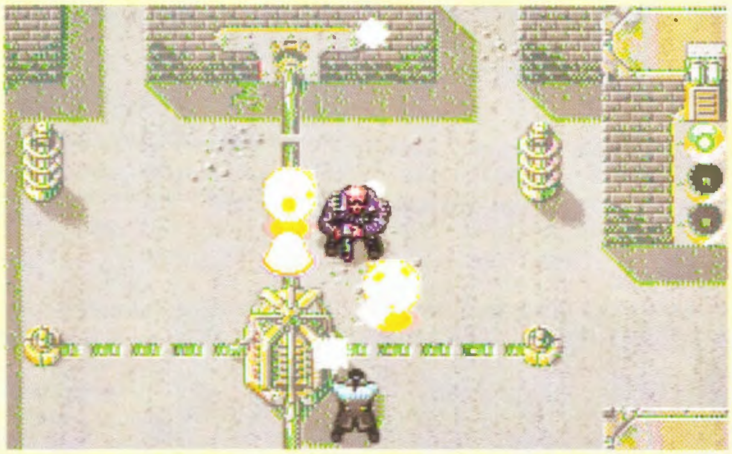
There are four graphic worlds to tackle (making a total of 16 levels in all) and they all look superb. The sound effects and sampling are excellent as well. But playability is the key to a great game and this is something that *The Chaos Engine* has by the truckload.

Before you start playing, be warned: this game could easily lose you a day.

92%



It all seems so simple: march around shooting the things that get in your way and solving the occasional puzzle. But *The Chaos Engine* is a compelling game.



The various characters have different attributes. Some move faster or fire harder than others, but there's no easy option, you just have to keep playing to get good at it.

AMIGA CD32 SPORTS FOOTBALL

Commodore 0628 770088 ■ £29.99 ■ Out now

Not real football but American Football. And the first on CD[32]. A slightly upgraded CDTV title, *Sports Football* has three play options: Arcade (you play the CD[32] or a pal), Coach (you set the moves and the Amiga does the rest) and Commissioner (sit back with beer and watch).

There are loads of preset moves and television commentators wax lyrical about the action – adds atmosphere apparently. It looks pretty good, plays OK and despite being a bit tough, it's actually rather good, if frustrating fun. Not quite *John Madden* but heck, if you've got a CD[32] and you like American Football this is the only option.

75%

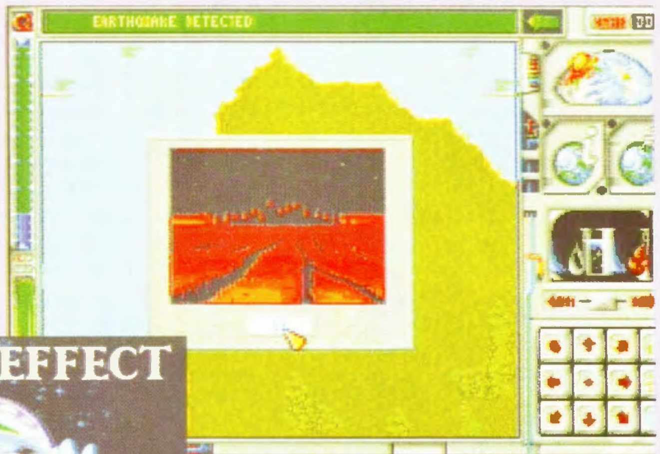
GLOBAL EFFECT

Millenium 0223 844894 ■ £29.99 ■ Out now

Are you worried about the weather, about polar ice caps melting and the imminent possibility of the disappearance of Grimsby? Or does the price of strong lager play on your mind? *Global Effect* offers you the chance to save a damaged world or build yourself a new one. And if waging war is your cup of tea, then you can do that too. Power and responsibility are the qualities needed to be a good God.

But building vast cities means that you have to then power them, provide sewers, reservoirs and all the other bits and pieces that the population need. And if the balance is wrong, the place falls around your ears. Getting such a balance is difficult, particularly for the beginner and this makes *Global Effect* a rather frustrating exercise to begin with. But the attention to detail is excellent, the control system is certainly manageable and for those with a warm feeling for the globe (and the patience of Job), *Global Effect* could well prove a rewarding experience.

74%



ABOVE: What's that creeping up the seismograph? Natural disasters abound in *Global Effect*.



LEFT: The planet is under your custodianship, so make sure you build plenty of toilets.

ALIEN BREED SPECIAL EDITION/QWAK

Team 17 0924 291867 ■ £24.99 ■ Out now

ALIEN BREED SPECIAL EDITION



Hurtle about shooting things in a desperate bid to save the human race before teatime in Team 17's space shoot-em-up, *Alien Breed Special Edition*.

If aliens didn't breed they'd be pretty thin on the ground. Unfortunately, these ones have taken it upon themselves to inhabit a spacecraft. Armed with a machine gun your task is to stop the aliens breeding ("But we were only necking"). And if you like, you can take a friend along with you to help out.

As top-down shoot-em-ups go, they rarely come better than this and as you rush along corridors exterminating the courting fiends, picking up credits and keys, you can only be thankful that this mission has befallen you. Best in two- player mode.

QWAK



Doctors have never figured highly in platform games. And *Qwak* is no different, instead plumping for a duck. Nice duck though.

A total of 80 levels, end of level guardians, eggstra screens (oeuf!) and a host of baddies play a large part in *Qwak*. It's ridiculously cute, colourful and playable but don't let that put you off. You despatch the baddies with eggs and although it isn't the most innovative of fare, it's darned fun. And it looks a bit like *Bubble Bobble*, which certainly isn't a bad thing.

Best of all, there is a simultaneous two-player mode so after calling a halt to the alien business you can pretend to be a duck and collect daisies with a pal. Hurrah! An odd couple, but excellent value for just a pony.

86%

***Qwak* is eggsellent if you like duck-inspired platform games.**

BRUTAL FOOTBALL

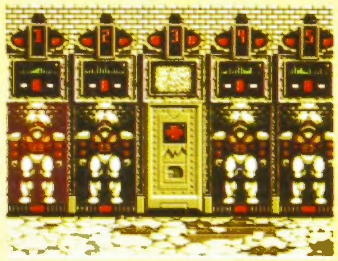
Millenium 0223 844894 ■ £29.99 ■ Out now

A sideways-scrolling orgy of tongue-in-cheek, bone-crunching, limb-tearing violence, *Brutal Football* is one heck of a rumble.

The idea is to score more goals than your opponent. And if you inflict some damage upon them along the way then hey, so much the better. Pick-ups abound – the hare is useful, it gives you a Linford Christieian (can you say that?) turn of pace.

The scrolling is a tad jerky, and it can be difficult to follow the ball at times but it's great fun, particularly when you get to stab your opponent with a large sword.

They look mean, and they are. There's little evidence of fair play in *Brutal Football*.



And turning your opponents into ice cubes is jolly good fun. Unfortunately, the in-game music is rather too intrusive and although you can turn it off, it keeps on coming back every few seconds. Go away.

81%



***Brutal Football* may lack the ball control of *Sensible Soccer*, but you can dismember your opponents in several interesting ways.**



DISPOSABLE HERO

Gremlin 0742 753423 ■ £29.99 ■

It's not exactly a title to inspire confidence – do you really want to be a hero if you're disposable? Hey, I'm perfectly happy to be a living coward if it's all the same with you.

Anyway, where were we? Oh computer games, that's it. *Disposable Hero* is a traditional style space shoot-em-up except it's a bit posher than the rest. You can even dock off at factories to get extra bits for your ship to help you defeat the fiendishly fearsome end of level baddies.

It looks fantastic, much prettier than *Defender* but by heck it's difficult. And with all the spectacular scenery you occasionally lose your way, crashing into

FURY OF THE FURRIES

Mindscape 0444 246333 ■ £29.99 ■ Out now

Angry, small, hairy balls with eyes are perhaps not the most obvious of protagonists in a computer game. But this platform puzzler defiantly incorporates these little fellers. Their objective is to complete loads of levels loosely related to a ridiculous plot which has got something to do with rebel Tinies, and a planet of terror. For those who like this sort of challenge, this is ideal, for there are piles of levels (and secret ones, too).



Guide your little chaps over a veritable multitude of levels in *Fury Of The Furries*.



If you get this far you'll probably be at least 70. We cheated.



Gorgeous graphics and demanding gameplay make *D-Hero* pretty tough.

stuff you thought you could fly over. Double drat. But fans of the genre should be able to get their teeth into it. I still prefer *Project-X*.

70%

LOTUS TRILOGY

Gremlin 0742 753423 ■ £29.99 ■ Out now

It should have been called *Fiesta Trilogy*, but no, they have to use these fancy Dan Lotuses. Anyway, a collection of the three games it is and jolly good fun they are, particularly in two-player mode.

Racing against *Amiga Format* designer Bart Bartucca, I enjoyed some hair-raising moments, arrived a good four seconds in front in the final race and was robbed of certain victory by some biased bloke in the computer. But I'm not bitter. Much. There are absolutely loads of tracks to choose from, some rank bad weather to contend with and obstacles aplenty ensure a rough ride. Many feel that *Lotus II* is the best of the lot, but me, I like the third one. A most excellent collection.



Race against the clock to make it to the check point on time. If you dally on the way or stop for a picnic, you're out.



Choosing a car is difficult. Always ask if road tax is included and check how long the MOT runs for.

90%



PROJECT-X/ F17 CHALLENGE

Team 17 0924 291867 ■ £24.99 ■ Out now



Project-X: an alien-blastin', sharp-shootin' romp.

PROJECT-X

"Die, die evil aliens," we cry somewhat over-exuberantly upon loading up *Project-X*. The object of the Project object is stark and simple: just shoot everything that moves and some things that don't and collect as many power-ups as possible.

No, you don't have to ponder any strategic elements, or worry about the destruction of the galaxy, just kill the foreigners. The action flows fast and furious and the more accurate you are, the better your weapons become. Entertaining and incredibly playable.

Visit strange new worlds, discover new people and fire laser death bolts at them in *Project-X*.

F17 CHALLENGE

Driving motor vehicles 'a toute vitesse' is champion fun and coincidentally *F17 Challenge* addresses the very same subject.

Sixteen tracks to trundle around and a fast car prove ideal ingredients and you can choose to race a circuit or take the more gruelling route – the championship season. *F17* looks fine, and with three difficulty levels, you can up the ante when needs be. But it's a one-player game which makes it difficult to race a friend. Lonesome racing drivers will enjoy it.



Drive yourself to distraction with *F17 Challenge*.

84%



Once you have sorted out which attributes are best suited for different situations, *Fury Of The Furries* becomes an absorbing and challenging platform puzzler.

There is a puzzle element that *makes Fury Of The Furries* seem vaguely reminiscent of *Lemmings*. You are allotted a Furry which can transform itself into four different varieties, each of which has different abilities and talents. The best one is the rope-throwing greenish one, but the yellow one can throw fireballs, the blue one swims underwater and the red one eats its way through rocks.

The graphics are cute, the sound is hair-tearingly annoying but the control system will make you swear at your Granny. However, the content is quite addictive. *Fury Of The Furries* is involving, and the puzzles taxing. Recommended fare for patient, platform puzzler fans.

80%

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RE-RELEASES

In this month's thrilling episode of Re-releases Stephen Bradley hops along with *Superfrog*, shoots his way through *Lethal Weapon*, spends a bizarre afternoon with *Wizkid* and then builds a railroad empire with *A-Train*. And there's *Zool 2 AGA* and much more. Hurrah!

TEAM 17 COLLECTION VOLUME 1 (COMPILATION)

Team 17 0924 201846 ■ £29.99 ■



Solid, if unspectacular, is the sort of comment your teacher would use to describe *Overdrive*.



Unfortunately, Superfrog's girlfriend Lois was run over in the lane. Sad.



Who's that watching in the background? I reckon he could take them both on with his hands tied behind his back. Go on, get that kid first.

OVERDRIVE

Reviewed *AF53* 74%

Poor *Overdrive* turned up at the same time as *Micro Machines* and suffered accordingly. But as a one player game, this top-view down number is actually better than its quirky counterpart.

There are varying driving conditions to tackle and power-ups to collect, but unfortunately, it can get a tad dull after a while. If you want to take on your mate, you can. If you've got a modem cable. And another Amiga. *Overdrive* is not the best driving game ever, but it's not the pits.

All the games in this compilation are less than a year old and *Overdrive* was only released a matter of months ago. For 30 knicker it's a darned good collection.

SUPERFROG

Reviewed *AF47* 85%

He was once a prince bearing an uncanny resemblance to Shaggy from *Scooby Doo*, until the Gods smiled on our hero and turned him into a frog.

But he'd rather look like Shaggy and marry the princess and in order for this become a reality, six levels of polished platform fun must be completed.

Superfrog looks great and there's enough variety to satisfy even Jimmy Tarbuck. The pick of the bunch.

BODY BLOWS

Reviewed *AF46* 87%

At junior school, we would shout the immortal lines: "Come and have a go if you think you're hard enough, you're going home in a Yorkshire ambulance". Quaint eh?

Nowadays you can thump the living daylights out of folk by simply waggling your joystick. Eeh, kids today, they don't know they're born. *Body Blows* is a decent example of the beat-em-up genre, and is better than many because you can calculate your moves rather than waggling your joystick frantically to produce a flurry of fists and feet. The scrolling is sweet and the characters fearsome. And it's still my fave Amiga beat-em-up.

9/10

WING COMMANDER

Hit Squad 061-832 6633 ■ £14.99 ■ Reviewed *AF44* 83%

"Deepspace dogfighting," exclaims the box. And how many boxes have lied to us since last Tuesday? Yes, that's right 12. Battle the evil Kilrathi in this Star Warsian romp – a potent mixture of flight simulator and shoot-em-up. And choose from four fine ships to boot.

There are strategic elements involved but for those Luke Skywalker wannabees, there is also plenty of action. Perhaps there's not quite enough detail for Freddy Flight Sim and his chums, but for those of you who enjoy waging war in space, it's a fine choice.



It's been a while since I shot through space at the speed of light with guns blazing. I prefer a round of golf these days.

8/10

A-TRAIN

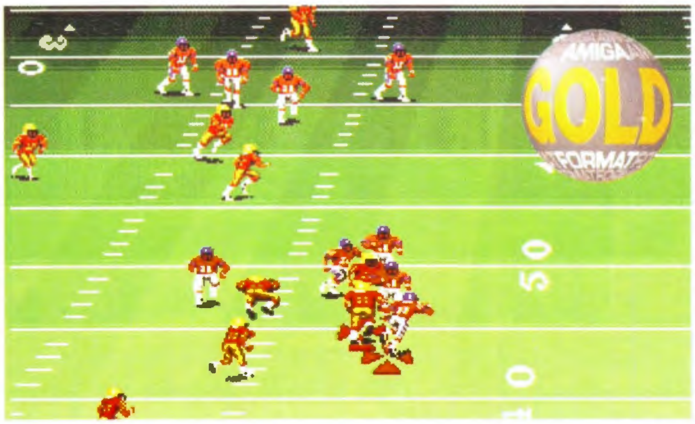
Hit Squad 061-832 6633 ■ £17.99 ■ Reviewed *AF45* 84%

The idea of creating a mass transit operation may not wet the lips of many gameplaying folk. *A-Train* is a sort of god game where you have to pay Poll Tax. The idea is to build an empire, not just railways, and careful financial management is the order of the day. It's quite a handsome game (although rather slow) and even for non-strategy fans like myself, rather addictive. An excellent choice at 18 sovs.



Build skyscrapers, lay railroads and get the trains to arrive on time in *A-Train*, an above average strategy game.

8/10



When John Madden was a lad there was no such thing as padding. Paddy hadn't invented it yet, so they had to stuff old newspapers down their shorts.

JOHN MADDEN AMERICAN FOOTBALL

Hit Squad 061-832 6633 ■ £12.99 ■ Reviewed *AF*33 94%

There is a dearth of choice for the Amiga-owning gridiron fan, but it's good to see this re-released. Even after two years, *Madden Football* looks pretty good, the isometric 3D view works well and the graphics stand up to most stuff out at the moment. Tactically, it's a minefield but with a bit of practice you can put together some neat moves. Still the *Sensible Soccer* of American Football. Does that sound right?

9/10



You're probably looking at this screenshot and wondering what on earth is going on. *Wizkid* is quite possibly the maddest game of all time including hopscotch.

WIZKID

Hit Squad 061-832 6633 ■ £12.99 ■ Reviewed *AF*37 93%

Not as Sensible as their Soccer game but just as much fun. *Wizkid* is a platform game. Normally that would count for something. But this doesn't easily fit into any category. And what did categories ever do for us? You are Wizkid and your task is to free your Dad from the clutches of the evil Zark. And you have to free kittens on the way. Makes sense? If I told you that to free the kittens it helps if you bounce bricks, marbles and penguins off butterflies' heads, would you be any the wiser? Possibly the most bizarre, and for that matter one of the best games you'll play on the Amiga. There are loads of screens and even more variety than *Seaside Special*. Lack of space hinders any further explanation, so get a copy of *Wizkid* tomorrow and discover its many delights for yourself.



Nutts. Where have you gone? What have you done? Still that's what happens to Wizkids.

9/10

LETHAL WEAPON



It's a shame that Patsy Kensit and her wonderful accent aren't here.

Hit Squad 061-832 6633 ■ £9.99 ■ Reviewed *AF*43 64%

Be Riggs, be the other one, kill loads of people, keep violence off the streets and on the Amiga. A rather disappointing film tie-in (they usually are), *Lethal Weapon* is a multi-level platform shoot-em-up and its only outstanding feature is that it's desperately average, even for a tenner.

6/10

ZOOL 2 AGA

Gremlin 0742 753423 ■ £25.99 ■ Not previously reviewed



There is something evil about the swan in *Zool 2*. Maybe it's the way he blinks when you perch on his beak. You must overcome this fowl fear to progress further.

Do ants have girlfriends and pets? Who cares, because Zool is not an ant, apparently. Anyway, he's back – well he was back before, and now the endearing little Ninja from the Nth dimension is back again, this time in glorious AGA. And as the Lobo song *Me and Zooz and a dog named Zoon* goes (remixed version, probably), this time Zool has a ready-made family. There are six levels to tackle, all with different graphic themes and you can be Zool or the lass. But not the dog, more's the pity.

The idea is simple enough (as, indeed is the case with most platformers). Travel across platforms at great speed shooting and collecting things and avoiding the various bad things intent on stopping your progress. When *Zool AGA* was originally released it was something of a disappointment – the backgrounds were incredibly detailed and they detracted from the gameplay. And it was slower than the original version. No such problems with *Zool 2 AGA* though, for this is both pretty and pacy.

The game itself is similar to the first version of *Zool* – in fact, some might say that it's too similar – but hey, the first was great anyway so that can't be a bad thing. If you like your action thick and fast, then this is an excellent choice but for those of you who like to pause for thought and solve the odd puzzle along the way, then you might find *Zool 2 AGA* a bit too quick and repetitive. But we love it.



Fast, colourful, frantic. Oh, and furious. Sorry, I forgot. Looks a bit like an ant though doesn't she?

9/10



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TIPS FOR THE TOP-SELLING
Chart Busters
AMIGA GAMES

LIBERATION: CAPTIVE 2
Reviewed *AF55* FG91%
Mindscape ● 0444 246333

Here's a money-saving tip. When you ask someone for information about Toyogon and they tell you it will cost, go to the menu which gives the option of beating them to a pulp. Instead of threatening them or coughing up the money: 1) tell them you'll have to think about it; or 2) go to the bank; or 3) do whatever the third option says. Whichever you choose you'll be given the information every time without debiting your Credcard.

Adrian Collinson, Hull

CHAMP MANAGER ITALIA
Reviewed *AF58* 85%
Intelek ● 0202 752137

I have a handy little tipette for those mortals who are having difficulty with *Championship Manager Italia*. Simply set your style of play to be like this: three central defenders, four across the midfield and finally three up front. Despite the lack of full backs it works well.

Ian John, Liverpool

CHAMP MANAGER '93
Reviewed *AF48* 82%
Domark ● 081-780 2222

Play four at the back, with three centre mid-fielders, a support man and two attackers. Play pass to feet and you should find it easier to win.

Marcus Hook, Bristol

DISPOSABLE HERO
Reviewed *AF55*, 70%
Gremlin ● 0742 753423

Go to the options menu and put the sound effects down to zero, select arcade mode, then exit. Select high scores, hold down the right mouse button and type EUPHORIA, then exit with the left mouse button. Go to the options menu and if you've done this correctly there should now be an extra thingie called configurations. Select it and you can change the number of lives, turn collision on/off and choose the level you wish to start on.

Jurrian de Valk, Holland

MICROCOSM CD32
Reviewed *AF58* 87%
Psygnosis ● 051-709 5755

THE CHEAT
This cheat is a bit complicated, but if done correctly will give you infinite shields and all weapon systems.

First pause the game and press any coloured button. You should hear either a high or a low beep. If you get a high beep you've got the first digit of the code right. If you get a low beep it's wrong and you must start again from the first digit. The code changes every game, but will not change while you try to find it. A weirdo noise tells you the cheat is active. Unfortunately the cheat also sucks all the colour from the cut scenes.

THE TIPS
Concentrate on dodging the nasties – and bullets – rather than just blasting away. Remember you don't have to kill them.

Use the lowest laser power you have, until you meet the more challenging waves and end-of-level guardians. Keep an eye on the blue bar when you meet the guardian as this is your time limit.

It doesn't tell you in the manual, but if you hold down the map key and press the yellow or blue buttons you should notice a tiny white square move on the map. Press the green button to be teleported to that point.

Jonathan Gwilliams, West Bromwich

BUBBA 'N' STIX
Reviewed *AF57* 85%
Core Design ● 0332 297797

When you begin Stage One the tree follows you. You have to turn around and stand close to the tree (with your nose against it). Jump up and throw your stick over the top of the tree. When you land, turn your back to the tree... the stick now hits the tree and turns it into a piece of wood. Now follow the little head on the wheel and you find a lot of platforms packed with point-generating little creatures.

Pascal Raemdonk, Holland

GAME BUSTERS

Oh, the shock and the shame of it – getting beaten at *Pong* by your dear old gran. Sound familiar? Then it's time you followed Rob Mead's monthly round-up of sanity and credibility-preserving hints, tips and cheats.

FRONTIER: ELITE 2
Reviewed *AF54*, FG90%
Gametek ● 0753 553445

In the interview with Dave Braben in *AF57* he said there was a Thargoid ship somewhere in the game. I think I've found it. The information that follows was confidential to the workers of *Frontier*.

The name of the ship is the Mirage. It's called this because it is almost impossible to find. To find the Mirage you need to:



There's a Thargoid ship lurking somewhere in *Frontier*, and Paul Dempster reckons he knows where.

1. Be of Elite status.
2. Travel to the outer edge of the universe.

After you have found the Mirage you need three things to fly her:

A. The top rating in the Empire, which is Prince. After a while the Empire flagship approaches you and says: "The Big Man requires a mercenary for a right-hand man. That's you."
B. A user ident from the Sirius corporation. You can only get this from the Managing Director of Sirius.
C. Tonnes and tonnes of military fuel.

Here are the Mirage's specs:

Mass:	265 tonnes
Mass (fully laden):	5700 tonnes
Internal capacity (no drive):	5435 tonnes
Retro Thruster Acceleration:	28 Earth G
Main Thruster Acceleration:	34 Earth G
Crew:	5
Gun Mountings:	10 + F
Missile Pylons:	22
Allegiance:	Empire, Mercenary.

Paul Dempster, Glasgow

THE SETTLERS
Reviewed *AF54*, FG94%
Blue Byte/Kompart ● 0438 840004

Here are a few helpful hints for those who are stuck on *The Settlers*.

At the beginning of the game, place your castle in a space where there are quite a few trees, a nice big lake and a lot of raw materials, especially gold.

Most of the time this type of land is not available, so go for the nearest, but try to choose a place with a lot of gold – the more gold your town has the stronger your knights attack and defend.

After you have built your castle in a sensible position, build knight huts around the edges of your territory so you can expand your land. While you're waiting for your huts to be built take a look at your enemy to check out what they are doing.

When the knights' huts are ready, it's time for you to build some more interesting buildings. You can build whatever you like, but if it's an important building – a warehouse, for example – always place a guard hut nearby.



Choosing the right spot to place your castle is the key to success in *The Settlers*.

Now it's time to attack an enemy. Carefully choose a good place to attack. The best places are ones which are well occupied, or which will allow you to take out their warehouse(s), toolmakers, shops, mines or food supply. If your first attack fails, don't worry. If you succeed then add your newly-gained territory to your own.

Nathan Docwra, Norfolk

SIMON THE SORCERER – THE SOLLUTION

Reviewed *AF56* 84%
Adventure Soft ● 021-352 0847

Phillip Pink from Horsham sent in the map, and Chris and Emma Oliver from Stoke-on-Trent conjured up this full solution for *Simon the Sorcerer*.

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Before you follow these tips, remember that whenever there is an opportunity to speak to someone or something, take it, otherwise you could miss out on some important information. You can also use the in-game map to help you speed around the different locations.

Anyway, starting from the beginning of *Simon the Sorcerer*, here we go.

CAN YOU CUT IT?

Inside Calypso's Cottage take the scissors from the drawer and collect the fridge magnet. Go outside and walk right to the Blacksmith's. Pick up the rope by the barrel and the clapper from the table. Now go to the Drunken Druid inn. At the inn collect the box of matches from the top of the fruit machine and use the scissors to remove the sleeping dwarf's beard.

Talk to the barman about Calypso and Sordid. Walk through the archway to the right and talk to the wizards about becoming a sorcerer yourself. They ask you to find the magic staff for them. Leave the inn and walk left. Walk down the alley by the shop, then walk through the left-hand archway. Now pick up the ladder and enter into the Druid's Cottage.

Pick up the cold remedy from the table and the specimen jar from the top of the stairs. Go to the forest and talk to the woodworm on the tree stump about getting them some wood.

Go to the outside of the witch's house and move the handle on the well. Now pick up the bucket of water.

THORNY PROBLEMS

Go to the upset barbarian and pull out his thorn. Take the whistle and head north-east to the Owl Tree. Talk to the owl about various issues and pick up the feather, which you will find under the Owl Tree, from the ground. Go east and talk to the hole. Tell Von Jones you will find him a fossil. Go to the Troll Bridge. Here you will come across a troll having an argument with two goats.

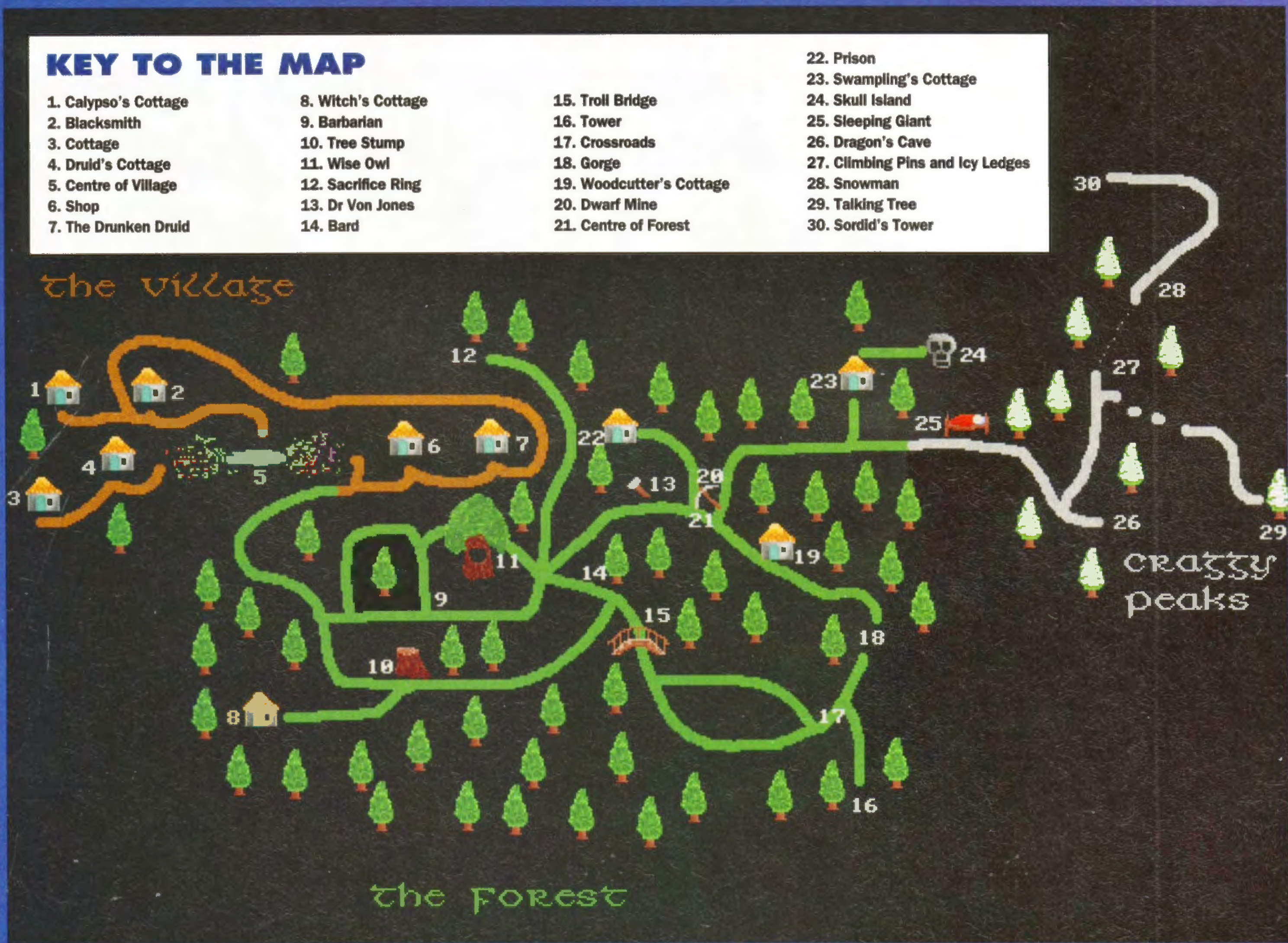
When they finish their argument, ask the troll if you can cross the bridge. He refuses. Talk to him once more and he takes the whistle and gets wasted by the barbarian. Now walk across the bridge, picking up the placard on your way.

GO EAST, YOUNG MAN

Head east, south-east, east and east again. At the crossroads go south-east. Use the clapper with the bell and move it. Climb up the hair. Get the repulser and go back to the crossroads before going north-west.

Talk to the oaf. Use dialogue 1,1. Pick up the beans from the puddle and go behind Calypso's house in the village. Use the beans with the compost heap and pick up the watermelon.

Go to the chocolate truffle door on the house in the village and use the repulser with it. Go inside and take the smoke box and the hat. Leave the house and use the smoke box with the beehive. Take the wax and go to the Drunken Druid.





There's nothing nastier than a dragon with flu – lucky you remembered to collect your cold remedy, isn't it? Or is it all a tissue of lies?

Talk to the barman, ask for a drink and while the barman is not looking use the wax on the beer barrel. The barman thinks the barrel is empty and takes it outside. When he returns he gives you a beer voucher.

Leave the inn and pick up the barrel. Return to the Troll Bridge and go north-west. Use the melon on the sousaphone. Go west, north-east and east. Pick up the rock from outside the Dwarf Mine. Look at it. Talk to the Woodcutter and ask for his metal detector. Return to the centre of the forest, wear the beard and enter the Dwarf Mine. Say Beer.

Give the beer barrel to the guard. Use the feather on the horizontal dwarf. Pick up the key. Go upstairs and go deeper into the mine. Pick up the hook and use the key on the door. Enter the Gem Room. Bribe the dwarf with the free beer ticket, receive the gem and leave the mine.

Go back to the Dodgy Geezer in the village. Give him the gem and accept 20 gold pieces. Go to the shop and buy the white spirit and the hammer. From the centre of the forest go north-east, east and then east.

Open the door to Swampling's house. Be nice to him because it's his birthday. Try his swamp stew. Eat a second bowl of it. When you're offered the third bowl use it with the specimen jar. Move the chest and open the trapdoor. Go down the hole. Use the hammer on the broken plank. Pick up the frogsbone off Skull Island.

CROSSROADS

Go to the crossroads and go north-east. Use the vines at the bottom left of the screen. Offer the swamp stew to Gollum and he gives you his fishing rod. Now use the fishing rod to find the magic ring. Climb back up the vines and head for the centre of the forest using the map.

Go through the stairs at the top of the screen. Outside the doors, pick the shopping list off the floor by the teeth. Go to the shop in the village and give it to the shopkeeper. Leave the shop, exit the screen and then immediately come back in.

Open the box, look at the boxes, pick up the spell book and then the rat bone off the floor near the back of the room. Open the spell book and use the bone with the lock. Pick up the paper and use the key with the lock. Go through the door.

Pick up the bucket, go down the stairs, talk to the druid and remove the ring. Pick up the flaming brand from the hot coals and take the mints off the floor by the door.

Talk to the druid about escape plans and then use the bucket and the flaming brand with the druid. Open up the iron maiden, and pick up the hacksaw from the frog. Use the hacksaw with the bars. Leave through the hole in the bars and go back to the Druid's House. Give the frogsbane to the druid and you will receive a shrinking potion. Go back outside Swampling's house and head east, east and east again. Use the metal detector, and go east. Use the sousaphone on the sleeping giant. Go east and east again. Outside the cave use the cold remedy on the dragon. Pick up the fire extinguisher.

Find the boulder at the cave entrance and use the hook on it. Climb up. Use the rope with the magnet and lower the magnet down the hole before climbing down the rope. Go north-east. Go east using the icy ledge. Head for the tree and talk to it. Use the white spirit on the pink cross. Talk to the tree again to find out the magic words. Go to the Blacksmith's in the village and use the rock with the anvil. Pick up the fossil.

Return to the centre of the forest (west) and talk to the archeologist. Give him the fossil and tell him where you found it. Return to the metal detector, look at dirt. Pick up the mithril ore. Give it to the Blacksmith and the axehead to the woodcutter.

ANY WITCH WAY BUT LOOSE

Enter the woodcutter's house. Pick up the climbing pin, use the fire extinguisher on the fire and move the hook above the ashes. In the basement pick up the mahogany, return to the woodworm and give the wood to them. Go to the room in which you found the repulser. Use the woodworm on the floorboards. Use the ladder with the hole and climb down.

Open the tomb. You run out screaming. Go back in via the door and open the tomb again. When the mummy walks out pull the loose bandage. Pick up the magic staff, head back to the village and give the staff to the wizards. They ask for a subscription fee so give them 30 gold pieces.

Now go to the Witch's Cottage. Pick up the broom and the witch will appear – challenge her to a duel. Use the magic words the tree gave you except for 'abracadabra'.

When you win a dragon appears. Say 'abracadabra' to change into a mouse and escape through the mousehole.

Return to the Dragon's Cave using the map – walk north-east, north-east. Use the climbing pin in the hole. Confront the snowman who blocks your path, eat mints and walk up the steps. When the path falls away use the broom, drink the druid's potion and walk through the crack.

In the garden, look at the bucket, pick up the stone, the leaf and go left. Pick up the lily pod and use it with the match and the leaf to make a boat. Pick up seeds and use them with the stone. Then use the oil with the tap, and the hair with the tap. Sail to the centre of the puddle.

Look at the water just below the gnome and pick up the tadpole. Talk to the frog and say line two. Pick up the mushrooms and eat them to return to normal size.

Take the branch from the dead tree, open the door and enter. After being chased out, re-enter and use the branch with the chest. Take the shield and spear then go down the stairs.

UPSTAIRS DOWNSTAIRS

Pick up the chest, move the lever, use the chest with the block, move the lever. Pick up the candles. Use the spear with the skull on the top left of the ceiling. Pick up the skull. Go back to the middle floor. Pick up the magic wand, the book (read it), the sock and the pouch. Talk to the mirror.

Go upstairs. Pick up the chemical off the table and use it with the shield. Then use the shield with the hook on the side of the table. Pick up Sordid's spellbook from the bookcase and read it. Talk to the demons about sending them back to hell. Then go downstairs. Use the sock with the pouch and use the pouch with the mousehole to catch the mouse. Talk to the mirror and ask to see the demons upstairs to find out their names.

You should have all the components. Walk up the stairs, tell the demons you are ready, walk into the teleporter and go to the fiery pits of Rondor.

When you arrive at the pits pick up the sapling and the pebble. Talk to the attendant. Get the brochures from him. Look at them in your inventory. You will now have an elastic band. Use the rubber band with the sapling to make a catapult. Use the catapult with the bell to send the attendant running. Pick up the souvenir matches from the counter. Exit right. Pick up the bucket of floor wax and exit right.

Now you come face to face with Sordid himself. Use the magic wand to turn Sordid to stone. Use the souvenir matches on the pits, they will now ignite. Hey presto! The lava is back! Now throw the wand into the pit – a long, animated sequence will follow. That's it! AF



After a few bowls of swamp stew at Swapling's house, Simon heads off to Skull Island in search of the mysterious frogsbane.

SYNDICATE

Reviewed *AF49*, FG91%
Electronic Arts ● 0753 549442

I've discovered a way to get extra agents in Bullfrog's excellent *Syndicate*.

Avoid Kazakhstan until two agents have V3 legs – if this zone has already been completed, raise taxes until the people rebel.

A. Send in the two of your *Syndicate* agents and equip them both with two Medikits, a flamer and a persuadertron.
B. Quickly head south-west and wait behind the long thin building for about five minutes. Keep an eye on your scanner for approaching enemy agents. When they get near give your agents full adrenaline and flamers, then fry the enemy as they appear around the corner. Wait a minute for another group to appear and do the same. Rest (zero adrenaline).
C. Give both agents full adrenaline and persuadertrons, then head west persuading everyone in sight, including cops.
D. Head north and do the same. Rest and use the arrow keys to locate building X, where enemy agents are waiting outside. (If you can't see, you didn't get to point B quick enough and have to try again.)
E. Approach the enemy from one street south of them, then give your agents full adrenaline and head towards the enemy. They give little or no resistance and are all persuaded. They are also kitted out with V1 mods. When you get low on agents, raise taxes and go through it all over again.

S Zalega, Barnsley



ALIEN 3

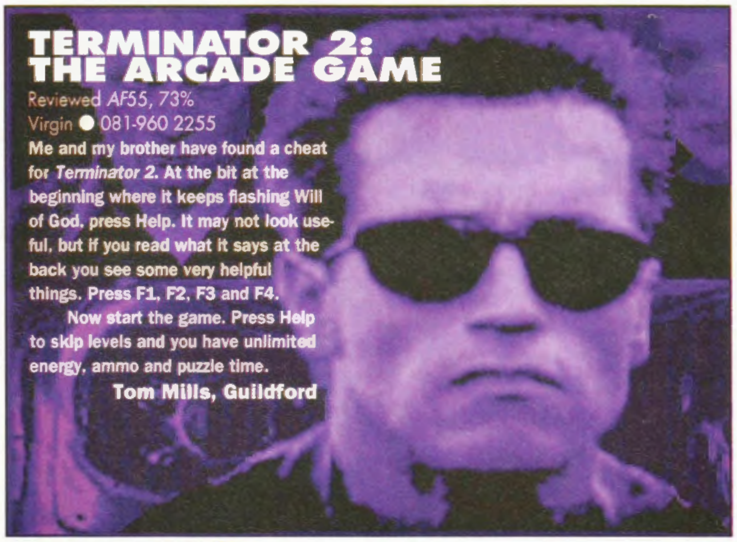
Reviewed *AF45*, 70%
Virgin ● 081-960 2255

I have found a handy cheat for reaching the later levels of *Alien 3*. Start Level One, then take out disk one and put in disk two. Now sit back and let the time run out. After the chest-bursting bit, you are transported to a much later level – even though the mission brief would have you believe otherwise!

On the level after this, at the top right before the exit, there is a platform full of Medipacks. Now simply climb up the ladder that seems to lead nowhere.

On the level after that, go to the bottom left for full everything.

Steven Fletcher, Glasgow



TERMINATOR 2: THE ARCADE GAME

Reviewed *AF55*, 73%
Virgin ● 081-960 2255

Me and my brother have found a cheat for *Terminator 2*. At the bit at the beginning where it keeps flashing Will of God, press Help. It may not look useful, but if you read what it says at the back you see some very helpful things. Press F1, F2, F3 and F4.

Now start the game. Press Help to skip levels and you have unlimited energy, ammo and puzzle time.

Tom Mills, Guildford

APACHE

Free with *Alien Breed 2*
Team 17 ● 0924 291867

Type in *overdrive* and the screen flashes. Now use keys one to five for levels one to five, the six key to play the bonus mission and the W key for the best weapons.

Duncan Thomas, Bradford

BC KID

Reviewed *AF42*, 70%
UBI Soft ● 081-343 9055

When you start the game go straight to the left, headbutt the floor and collect the flower. Get the flying flower and you're rewarded with an extra life. There are more scattered throughout the game.

David Styles, West Midlands

ALFRED CHICKEN

Reviewed *AF53* 62%
Mindscape ● 0444 246333



On Level Four (Glass) get to the first can of pop, jump over the broken piece of glass and turn into the clear glass flask. Jump up to reveal a hidden door. Walk out of the flask, fall down towards the spikes and on to the hidden spring. Jump back up into the top of the flask, enter the door to the secret room full of diamonds, extra lives and balloons.

Alternatively, you can peck away at the last row of blocks between the balloons, walk into the green bottle, fall down, walk out into the clear glass and jump to find the hidden door. Enter the warp room and warp to levels six, seven, eight and nine.

G Wood, Anderton, Northwich, Cheshire

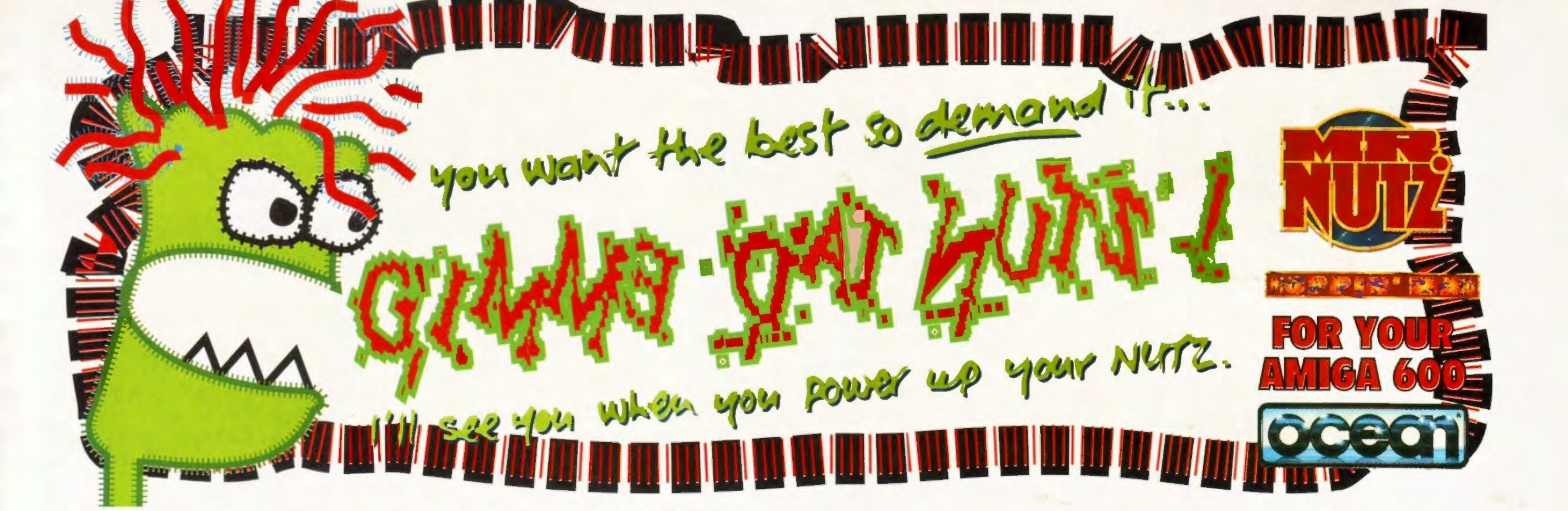
WIN A GREMLIN GAME

From next month we will giving away a Gremlin game for the best Gamebusters tip. Just send in your hints, tips, cheats and maps for any Amiga games to Rob Mead. If yours are good enough you'll win the game of your choice from Sheffield publishers Gremlin – the creators of *Zool*, *K240* and the *Lotus* racing sims. Tell us which game you want. If a game is not specified then the sender of the best tip will receive a £25 Amiga Format Mail Order voucher.

ACTION REPLAY CORNER

We have had absolutely loads and loads of requests for more *Action Replay* codes, so here is a selection from C Tate of Cheadle and Mark Trueman of Stourpourt.

GAME	CHEAT	ADDRESS
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No.	Disk	Contents
001	AFRICAN	Talking Drums, Marimbas, Chants etc (53)
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003	INDIAN PERC	Tablas, Bayas, Rhythm Loops etc (35)
004	ARABIC	Ud, Saz, Bendir, Rhythm Loops etc (37)
005	FAR EAST	Tibetan Bells, Yangqin, Koto etc (31)
006	EUROPEAN	Balalaika, Choirs, Bodhran etc (34)
007	OCEANIA	Didjeridu, Chants, Slit Drum etc (23)
006	AMERICAS	Kena, Berimbau, Pan Pipes etc (30)
009	FX PERC	Power Toms, Snares & Bass, Scratch/Rap (88)
010	DRUM KIT	Bass & Snares, Hi-Hats, Cymbals & Toms (63)
011	ANALOG PERC	TR-808, CR-78, Loops etc (64)
012	LATIN PERC	Timbales, Congas, Cabasas, Cowbells etc (107)
013	GUITARS	Acoustic, Electric & Distorted etc (41)
014	BASS GUITARS	Slap, Picked, Fretless, FX etc (44)
015	ANALOG BASS	Oberheim, Roland, Korg etc (22)
016	DIGITAL BASS	Yamaha DX, Roland,Korg etc (28)
017	BRASS	Sections, Saxes, Trumpets etc (24)
018	SYNTH BRASS	Analog, Digital & L.A. etc (18)
019	PIANOS	Octave Splits, with strings, FX (16)
020	STRINGS	Cello, Orch. Hits, Sections etc (21)
021	SYNTH STRINGS	Analog & Digital (19)
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HELPING HAND

Stumped, dazed and confused? Don't be. Send us a letter detailing your gaming woes and our resident greybeard and gaming grand master Rob Mead will do his utmost to help you out.

PREHISTORIC MONSTERS



Tim had had enough of killing dinosaurs so he turned his gun on the nosy professors instead.

Please help. I'm part way through *Jurassic Park* on the A1200 and I am up to the T.Rex. I've tried throwing the flares at T.Rex, then the last one into the pit with the oil drum, dozens of times, but I still run out of time and get eaten. Can you tell me the access code for the next level, so I can chicken out and escape uneaten?

V Landless, Preesall, Lancs

Once you've dropped the flare into the oil you have to find an ID card, then a door to rescue Tim and Lex. Finally head west and follow the signs to the Visitor's Centre to complete the level. The password for the next stage is 95B48B42.

NO SHOW RALLY

In a recent *AF* Coming Attractions section you said a game called *Network Q Rally* was going to out in November, then that it would be out in January, then February. Is it ever going to come out?

James Ariss, Melton Mowbray

Sadly, Europress Software have decided not to release Rally *on the Amiga following a number of seemingly insurmountable problems. Firstly, the game was considered too unwieldy to port over to the Amiga from the PC and then the developers ran out of money! Europress are looking for a third party developer, but the chances of the game appearing seem slim.*

CURSES, CURSES



If you want to get this far in *Curse of Enchantia*, you may need our help with the tape machine.

I'm stuck on *Curse of Enchantia*. I have managed to get to the section with the band that plays some music. I have found a cassette and placed it in the tape machine, but I can't get it out again so I can't give it to the nice chap with the ghetto blaster. Can you help?

Richard Marsh, Birchington, Kent

Easy! Find the pile of remote controls, pick one up, then perform a push/pull action on the remote control for the tape recorder to start recording. You can now remove the tape and give it to the hippy.

SCREENPLAY MYSTERY

I purchased the *Amiga Format Screenplay 2* book and looked through it until I came to a guide for my favourite adventure game *Cruise for a Corpse*. I loaded the game and started following the step-by-step guide. However, I found that after I had taken the thank you letter from the writing desk in Karaboundjan's office, the guide told me to go to the laundry room and examine the laundry basket before examining the necklace and photo.

I've examined all three laundry baskets and I can't see any sign of a necklace or photo. Is the guide correct and, if not, could you please help me to solve the murder?

J R Welburn, Morecambe, Lancs

Ah, there does indeed appear to be a bit missing from the Cruise solution. You have to wander around the main deck area until you spot Rebecca and Tom on the upper deck. You can now return to the laundry room and examine the smallest basket to uncover a bathrobe containing the necklace. Inside the necklace is the photo.

Remember you can go and talk to the mermaid at any time for a code if you get stuck.

ALL THIS AND LEMMINGS 2



"There's no business like snow business..." a polar lemming sings his way to work.

I'm stuck on two levels of *Lemmings 2*. Can you help me to solve them? They are: What's It Like Up There? and Flying the Mad Pursuit on the Classic Tribe.

Jonathan Warburton, Stockport

Flying the Mad Pursuit: make the third lemming build when he appears, then make the first two build, as well.

Now turn the second lemming into a blocker when he has placed four bricks. Make the first lemming bash through the blockage, then mine and dig.

Dig once the first lemming has fallen and build to stop him. When he's facing left, turn him into a climber. Use him to build a new bridge with the first brick on the four white pixels towards the left side of the platform he's on.

He should now climb up the steel. Turn him into a builder at the top to create a bridge over the pool, then make him dig twice to let in the other lemmings.

Finally, send two diggers to the top to free the blocker before letting the rest down.

To complete the What's It Like Up There? level, turn the first and second lemmings into climbers when they are facing left.

Make the first one bash right and the second build over the exit, then mine. Now make the first lemming bash as he passes above the gaps, then bash right.

Make the second lemming mine right, the first bash left, and the second bash again before he is halfway down. Make the first bash right, then left, then right.

Turn a lemming at the top into a floater (for easy targeting) and then dig while he's over the diggable bit. Finally, make the first lemming build up to the passage to the exit.

FOGGY NOTION



"Fog? What fog? It's a bleedin' blizzard out here, man. Good job I put on my thermal vest."

I'm having quite a lot of trouble getting pas the fog stage in *Lotus Turbo Challenge 2*. I can get very close to the finish, but I always run out of time. Can you help by giving me the passwords for the snow, desert and the city stages?

Darren R Tomlinson, Durham

The level passwords are: Snow – The Skids, Desert – Peaches and City – Liverpool. The passwords for the Marsh and Storm courses are Bagley and E Bow, respectively.

FACTORY FODDER



Just when you think you've finished a level, an enemy chopper kills your men.

I'm stuck on Phase Six of Mission 12 in *Cannon Fodder* where you have to kill the enemy, destroy the buildings and the factory. What should I do?

R Telford, Annan, Scotland

Move your team to the far side of the island then split them up. Go to the top and extreme right of the island and rocket the bunkers, then swim to the top one. Go clockwise around the factory and take out the two turrets to the east. At this point you get hassled by a helicopter. Just try to avoid the bombs it drops and wait for it to go away.

Shoot the nearby soldiers and get into the turret on the top of the factory. Blast the doors off each bunker, then off the factory. The doors are pretty sturdy, so you have to keep blasting them until they eventually fly off.

By now the enemy helicopter should be hovering around the bottom right of the island. To destroy it you need to get the chopper from the roof of the factory. You do this by putting three of your men on to the three pressure pads to the north, north east and south east. Your helicopter flies down to the fourth pad and you can use it to ram the enemy's chopper.

SEND US YOUR STUFF

If you are having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:

HELPING HAND
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

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Welcome...

AMIGA SHOPPER SUPPLEMENT • 1994



Amiga Shopper's editor, Cliff Ramshaw, is a long-time Amiga fan who bought his first Amiga back when the A500 was originally released. His love of the machine and extensive technical knowledge ensure that Amiga Shopper is full to bursting with serious hard-core Amiga information every month.

Let me introduce you to this special *Amiga Shopper* supplement. I'll come clean and tell you now that the reason it's nestled here between the pages of *Amiga Format*, our sister magazine, is because we want to persuade you to buy the full issue.

I'm not saying that we're better than *Amiga Format*, rather that we're different. We don't deal with games – our brief is to cover all aspects of Amiga usage that don't involve games.

What this means is you get a magazine dedicated to helping you get the most out of your machine. A magazine that spends more time to give you more in-depth, definitive reviews, that lingers over those all-important technicalities. A magazine that gives regular coverage to the more esoteric aspects of computing such as programming. A magazine that provides detailed, informed analysis along with its news reports.

Being dedicated to serious Amiga usage means we can bring you articles every month to enhance your desktop publishing skills and show you how to use your Amiga to produce stunning artwork, animations and videos. It means we can devote more space to solving your Amiga-related problems than any other Amiga magazine. And the broad range of experts who write for us ensures that a solution to your problem – no matter how basic or complex it might be – *will* be found.

You'll find plenty of opinions in our pages – both from top industry figures and expert journalists. You'll also find interviews with those responsible for some of the most influential peripherals and software packages on the market.

As Amiga users, we're all part of a community. That's why in *Amiga Shopper* you'll find a listing of just about every user group in existence so you can meet like-minded people. We also offer a free reader ad service so you can buy and sell used kit as efficiently as possible.

If you're looking to buy new products, then with us you can't go wrong. As well as providing reliable, trenchant reviews, we supply you with a list, updated every month, of the very best software and hardware ever released for the Amiga, along with supplier information, the issue when it was reviewed and the score it got.

Naturally we also review and rate every major serious public domain release each month, and carry details of every known PD library.

There are lots of good reasons for buying *Amiga Shopper* – I could write about them all day, but the best thing I can do is show you what I mean. And that's where the next fifteen pages come in – they contain a small, quality selection of articles, the kind you can expect to see every month in *Amiga Shopper*. Read through them, and I think you'll agree that we take your Amiga as seriously as you do.

Amiga Shopper goes on sale the first Tuesday of every month for £2.50. The June issue, on sale now, includes a huge, eighteen-page feature on animation, including head-to-head reviews of *Aladdin 4D*, *Real 3D* and *LightRave*, and a guide to animation techniques with *Deluxe Paint*. Don't miss out.

Contents



3

The Amiga Shopper conference – the Amiga's future debated

You'll find far-sighted, penetrating comment every month in Amiga Shopper, both from expert journalists and from the people who make the Amiga and its software. What follows is an extract from an Amiga Shopper conference on the future of the Amiga – the full text is in our latest issue, out now. Your chairman is Cliff Ramshaw...

Cliff: Let's discuss Commodore and the state of the Amiga. If David Pleasance were here now, what would you say to him? What should David Pleasance to do better the Amiga?

Jeff: For Christ's sake get some CD-ROM stuff out for the 1200 and the 4000 – do whatever they can to get it out. They've ditched the 1200 one, allegedly *[See the full report on Commodore's just-released CD-ROM drive for the A1200 in our full issue – ED]*, and the A4000 one looks to be coming at the end of this year! It's too late! CD-ROM is happening now. It's what people want to read about; it's what people want to use... and I think the Amiga users ought to get in on CD-ROM – Amiga 1200 owners, in particular, who are the mainstay of the Amiga market. It looks to them like they're being left out. From Commodore there's always "something coming along" – there has been for the last nine months, but there's nothing here – and we want it now.

Cliff: Why haven't Commodore done that? It does seem a fairly obvious step. There are rumours that limitations of the A1200's credit card slot make it physically impossible.

Jeff: I think it wasn't financially possible.

Toby: Yes, I would be inclined to agree, which means it's a downward spiral, because if you follow that through to its logical conclusion – you can't afford to develop the new kit means you're not keeping up anymore, which means less people are buying your current kit...

Mark: I want to see the prices dropped to a realistic level. The price of the 4000 is...

Toby: The 4000 is grossly over-priced, there's absolutely no doubt about it now – it's really quite pathetic. You can buy an '040-based Apple Mac with a monitor, CD-ROM drive, 120 meg hard drive, eight meg of RAM for sub-grand – at retail, for crying out loud!

They should be selling the 4000 with say a 120 meg hard drive, 6 meg of RAM and an '030 processor for 650 quid without a monitor, 700 quid tops. You should be able to get an '040-based Amiga 4000, including VAT, everything, with a monitor – you should be able to get that for well sub-grand – it's certainly not worth more. You can buy a 486 DX PC with you-name-whatever shoved in it, now for less than a thousand.

Jeff: One of the things that's keeping the price of the 4000 '040 up is that to get a decent price on '040 chips you must buy ten thousand of them and Commodore isn't going to buy ten thousand.

Toby: I think one of the problems is that the 4000 is perhaps unnecessarily complex to retain compatibility with the 3000. The '040 board inside a 4000 can actually plug into a 3000 – it's actually compatible. Perhaps it ought not to be – perhaps it ought to be designed into the motherboard so it was all a lot cheaper.

Jeff: It will be.

Toby: Well, absolutely. Hopefully they've fixed all these things for the 4000 T which supposedly will cost £1,999 including VAT.

Mark: And it's still way way too much.

Toby: Well, it's a great machine, no doubt about it. I'd love one, but I wouldn't pay that for it – I'd pay about thirteen hundred quid for it.

I think Commodore ought to address what markets they have left for the 4000 – as far as I can see it's probably only three – and actually make an effort to sell it into those markets. Otherwise they might as well discontinue the product.

Cliff: And those three being?

Toby: As a box to put a Video Toaster in, that's pretty much I think the only market in the States; as a video and multimedia thing, because it's only just now that the other PC stuff are catching up – there's still software you can get on the Amiga which you can't do on the PC yet, properly; and as a logical upgrade path for the power home user who's already got an Amiga.

They really are the only three markets for the 4000 as far as I can see, and I can't remember the last time it was properly marketed in any way for video and presentation work. Again it falls back to the fact of: where's its CD-ROM drive? Nobody's really going to take it seriously till you've got a 4000 with a CD-ROM drive.

Cliff: Let's look at the 1200. Commodore really do seem to have a great opportunity, at the moment... I get the sense that people have a strong loyalty to Commodore and the Amiga.

Toby: They do, not that Commodore deserve it.

Cliff: But David Pleasance himself made exactly that point last week. He said that somehow, despite all the things that have happened at Commodore, and despite the financial problems that they've got, despite the money that they haven't got to advertise, people have still got a great sense of loyalty to Commodore. *Amiga Format*, for example, has just had a two hundred thousand-selling issue – now where are these people coming from?

Jeff: They're coming from the Amiga 600, which they were selling for £99 at Christmas. That's a whole new generation of computer users – not Amiga users – people who've never owned computers before. They've always wanted a computer, but they've looked at it and thought: "I'm not paying that – I don't really understand it," but at £99, they'll give it a go. So you've got an awful lot of new computer users with an Amiga 600, one floppy drive, one megabyte of RAM. Maybe they've got the extra megabyte when they bought it, but they didn't buy a floppy drive.

Toby: And these are the people now that have Amigas. The trick is to keep them having Amigas. When they decide they like the computer, you want to stop them from buying a PC, you want them to buy a 1200, and to buy a 4000, something like that.

Cliff: If you've got used to running certain products

"For Christ's sake get some CD-ROM stuff out!"



Toby Simpson is lead programmer for games developers Millennium Interactive. He writes regular programming features for Amiga Shopper and solves hordes of readers' problems. If he had the money, he says, his dream Amiga peripheral would be Commodore.



Jeff Walker is one of Amiga Shopper's consulting editors. Producing his own fanzine entirely with the Amiga, he has an unrivalled knowledge of word processors, desktop publishing and printing, and is frequently called on to demonstrate it.

– *Wordworth* or whatever – then you'll want to stay with that platform, won't you?
Toby: Well, no, because you'll take one look at Microsoft *Word* and you'll think: "Jesus!"
Cliff: But why do you say Microsoft *Word*?
Toby: Because at work, at school, or wherever it is that you go where people are... PCs are multiplying like rabbits.
Mark: *Word* is synonymous with word processing. If you see a word processor, ninety-nine times out of a hundred, it'll be *Word*, unless it's on a PCW.
Toby: *Word* or *Word Perfect* if it's on a PC, and if it isn't on a PC it'll be on a Mac. It certainly won't be on an Amiga. I'm probably getting a home machine later on this year, and it's almost certainly now going to be a PC. I don't like PCs – I hate the operating system – but it does run the software that I'm going to want to use. The Amiga doesn't.

I develop on the Amiga, and I develop because I love the operating environment; the Amiga has an absolutely beautiful operating system – it is just one of the best. If I use Windows, I just hate it – it drives me up the wall. If I use DOS, it drives me up the wall; the Apple Macintosh – it drives me up the wall because it's like it pampers you through everything, and you can't do anything advanced – you can't open up a Shell and take a directory, it doesn't multi-task properly...

Yea – the Amiga is just so wonderful. With it I can back up my hard disk at the same time as calling CIX – I frequently do this at the same time as doing other maintenance work on my hard drive – and I can be programming, and it's going to be perfectly stable and it's not going to crash. It's just perfectly reliable and it's brilliant.
Mark: Since Workbench 2 that's something which is very true – the multi-tasking really does work, and it works bloody well. It works so well you don't even know you're doing it.
Toby: It's state-of-the-art-operating system technology. The Amiga is one of the world's best kept secrets – it's as simple as that.
Jeff: The only people who use operating systems are programmers, the rest of us use programs...
Toby: But you see, what makes an operating system something that people use so that they don't really realise they're using it, is the software that runs under it... and the Amiga may have a really whizzy operating system, but if it doesn't have any decent applications to use under it, then it's all completely wasted. Perhaps Commodore could consider spending some money getting some decent "killer applications".
Cliff: Killer applications like what? Commodore aren't a software publisher.
Toby: No, but I think it's in their best interests to push people in the right direction, maybe with financing, maybe with proper assistance and developer support, to get some of these applications. For a start we really do need a proper word processor. By proper I mean you have to be able to put it next to *Word* and...
Mark: It's got to be word processing. The classic example is the Amstrad PCW. Amstrad sold a computer that was based on a word processor, and Commodore could do the same thing.
Toby: There is absolutely no word processor on the Amiga at the moment that stacks up next to *Word* without looking really silly – absolutely nothing – really not even close. You can do things with a document in *Word* that you can just dream of doing on the Amiga. You can't do it.
Cliff: But the Amiga is capable of this, surely?
Toby: Oh *God* yes! The Amiga could do it better. That's the thing – it's got such a beautiful operating system that these programs could be really cool.
Mark: Mind you but what it does lack is a stable graphics screen mode. It's not running something like Productivity mode because it's not being sold with a decent monitor. Most home users will only have at best a 1084S monitor.
Toby: This is where the AGA chipset is a bit of a crock, really, because with the 3000 you could plug a cheap hundred quid colour VGA monitor into the back – everything was flicker-fixed, no matter what mode you threw it in. It was all great and all perfectly stable, and the best thing was that it was a cheap monitor you needed. On the 4000, if you want to use the flicker-fixed modes you have to buy a multi-sync. It's not a case of "you could buy a VGA" – you can't, because you have to have a multi-sync because the bloody machine insists on having these low scan rate screen modes and it is mind-blowingly irritating, because these days a whole load of multi-sync manufacturers don't bother with the low syncs because they're old hat. So you have to start spending a lot of money to get a monitor that's really good for the 4000.

> **"the Amiga has a beautiful operating system – just one of the best."**

The 4000 really could have benefited from a built-in, motherboard-based flicker-fixing device, so you didn't have to worry about all this double-PAL bollocks, and you could actually just select 640 by 512, 1280 by 512, 800 by whatever, and you'd get it – and it'd be flicker fixed, and it would go straight out on to an off-the-shelf SVGA monitor which is going to cost you absolutely nothing, and you might actually encourage some people to buy it.
Mark: See, the point is that PCs made their money, if you like, working on text, on text monitors, with word processors like your original *Word* for DOS and *Word Perfect*; then they all went to graphics-based monitors, with graphics text, but you couldn't tell the difference because the screen resolution was so high. Amiga word processors always use graphics text, but because of the low resolution monitor, which means a low resolution design, you always get these cramped looking characters.
Toby: Have you ever used an Amiga with a Picasso board in it? Without making it sound like a blatant advert for Picasso, because there are certainly other boards available, a friend of mine got one for just £299 from Blittersoft. It's really cool – he's got it plugged into his 4000 '040 and suddenly his Amiga is *transformed* – 800 by 600 screens for Workbench and applications, and suddenly it just looks so good. The fonts – everything just looks wonderful. It's got big, usable workspaces, and it's a joy to use. You sit there and you think: "Wow! Why hasn't it got this built in?" AGA is old hat – it was pretty much old hat when it came out, actually – it came out basically when VGA was old hat – everybody had SVGA modes and decent 256-colour big, swanky displays on PCs really cheaply. And it's just... it's amazing the difference the Picasso board can make.



Mark Smiddy is Amiga Shopper's other consulting editor. His specialism is in business software, but he also knows an awful lot about disks – both hard and floppy – and has a labyrinthine knowledge of AmigaDOS and the Shell.

Jeff: There is a negative side to that point – I've got Retina, and I use 1084 by 768 modes, and it's limited by the graphics memory. With multi-tasking, if you keep on opening screens, pretty soon you run out of graphics memory.
Toby: Well you've got two meg of graphics memory. But yea, if I was re-designing the Amiga chipset that'd be one of the things I'd change.
Jeff: With the next chipset we're looking at sixteen megabytes of Chip RAM.
Toby: Well, whatever the next chipset be. One wonders whether under the circumstances may be it might be a good idea to use a cheap, off-the-shelf SVGA chipset in the higher machines, to give you a decent operating mode.
Mark: There's no reason why they couldn't run one alongside the other; you could have both of them. You could have the one over the top of the other, coming out of the same video port, or even out of a different video port... at least actually have an accessible mode which mirrored the resolutions on modern PCs.
Jeff: I think we've got a massive gap between where the market is – the software and the hardware – and where the users are, the Amiga 1200 users. There's an enormous great chasm between what they'd love to be able to use, but simply cannot afford and what they've actually got. They can plug it all in, but there's no way they can afford it at five times as much as the machine.
Cliff: Just one final question: do you think Commodore will still be around in two years time?

– and we'll leave you there on that cliff-hanger (ho ho). If you want to find out what the experts really think, and get the full text to this no-holds-barred discussion about the Amiga's future, then check out the June issue of *Amiga Shopper*, which goes on sale Tuesday 3 May for £2.50. AS

Wordworth 3 takes on Final Writer

When Amiga Shopper reviews a product, you can be sure we'll test every aspect of it, offer extensive comparisons with competing products and give you a reliable and solid evaluation. Here's what Jeff Walker had to say about Wordworth 3. He's the man who reported many of its original bugs to Digita, and he'll be conducting our mammoth word processor round-up in our July issue.

Product: Wordworth 3
Price: £149.99
Supplier: Digita International Ltd.

Very few Amiga applications have stirred up the interest and anticipation that *Wordworth 3* has. The *Wordworth 3* hype has completely overshadowed the release of *Final Writer* (reviewed in issue 34 with a 9/10 rating). We said that *Final Writer* was certainly the nearest thing we had on the Amiga to the mighty *Word for Windows*, and that greater things were anticipated from *Wordworth 3*. The *Wordworth 3* we previewed in issue 34 was what Digita told us *Wordworth 3* was going to do. The *Wordworth 3* I am reviewing here isn't a *review copy*. The importance of this fact will become self-evident.

MORE THAN JUST WORDS

Word processing these days is about handling graphics as well as text. Text features boil down to font support, editing facilities, and any extras that make editing easier or more powerful. Graphics features need to include support for importing and placing pictures, facilities for drawing elements like lines, boxes and borders, plus any extra design aids that help you produce professional-looking documents. Let's start with the basics.

Wordworth 3 comes on nine disks. Four of these are the Wordworth install disks, four more contain 50 Agfa Compugraphic fonts, and one is the *Digita Print Manager* program.

Unlike *Final Writer*, *Wordworth 3* does not require a hard drive. It does require at least two floppy drives, 2Mb of memory, and Workbench 2 or better. After spending five minutes installing *Wordworth 3* on to my hard drive, it was time to investigate the Install To Floppy option. To install *Wordworth* itself took 40 minutes and 20 disk swaps, and I ended up with seven program disks. The 50 fonts in the Reference Library install on to another six disks. *Digita Print Manager*, because it needs to add a fair number of files to your system disk, cannot be installed on to floppy. A floppy user has to use the standard Workbench drivers and live without the advanced drivers and enhanced printing features of *Digita Print Manager*.

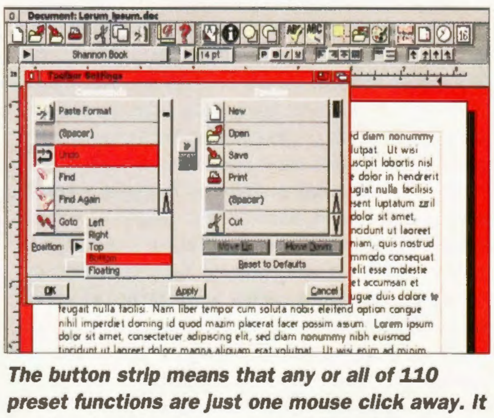
Something went wrong with the floppy installation which meant that *Wordworth* could not find a font that it wanted. It told me so, then said that I did not have enough memory and quitted itself. I've got 26Mb, plus another 50Mb of virtual memory, so it would seem that this error requester has ambitions in parliament.

Further investigation led me to believe that some important font files were missing from the *Wordworth 3*. I've spoken to Digita about this and they reckon they're able to fix it very quickly. (There were no problems installing to hard drive.)

Once *Wordworth 3* has opened, what you see depends on the sophistication of your system. In standard PAL:High Res mode (640 by 256) the graphical user interface looks pleasant enough, but it looks much better on a higher resolution screen like DBLPAL:High Res No Flicker. Fonts will look their best only when screen pixels are square – on a standard 640 by 256 screen they will appear on the screen twice as tall as they print. Of course the same is true of just about any Amiga program.

Wordworth 3, like *Final Writer*, opens in any screen mode supported, including Workbench itself, in any number of colours from 2 to 256.

Both programs sport toolbars, or button strips as they are more usually called, and both enable you to customise these button strips. *Final Writer* has 176 preset icons, any of which can be made to operate any menu command, any ARexx script, any text clip, or any string command (single ARexx command). *Wordworth 3* has 110 preset icons that operate 110 preset functions. *Wordworth*'s button strip can be positioned at the top, bottom, left or right of the screen, or in a floating window should you require more buttons than will fit down or across the screen. *Final Writer's* button strip runs across the top of the screen, and the latest version (Release 2) has a floating option putting them in a window that is draggable and also resizable. Up to eight button strips can be set in *Final Writer*, while *Wordworth 3* has just one, although different settings can be saved and loaded.



The button strip means that any or all of 110 preset functions are just one mouse click away. It can be placed anywhere around the edge.

Customising the button strips in either program is very easy. As well as the button strip, more word processing functions are provided on icons along the top of the screen in a tool strip. These are tools to change fonts and paragraph styles, although *Final Writer's* also contains some drawing tools (which *Wordworth* can put in its button strip). *Wordworth's* tool strip cannot be customised, and it is fixed at the top of the screen, but you may hide and reveal it. The tool strip in *Final Writer* is also fixed along the top of the screen, but in Release 2 it can also float in its own window.

As far as text editing features are concerned, both *Wordworth 3* and *Final Writer* cope very well indeed. Both enable you to drag the cursor to highlight a block of text, and both enable you to do the same thing by holding down the Shift key and using the arrow keys. Both enable you to select a word by double clicking on it, but in *Wordworth 3* you can also select a line of text by triple clicking. *Final Writer* has the arguably more useful feature of being able to Shift-click to mark any block of text – you double click the word at the start of the block, move the pointer to the end of the block, then click again holding the Shift key and everything in between gets selected.

Both programs support the standard Amiga keyboard short-cuts for cut, copy and paste, but while *Final Writer* uses the standard Amiga clipboard device, *Wordworth 3* maintains its own private clipboard and therefore cannot share cut or copy data with other programs.

Possibly the most important text feature of any word processor is how it handles fonts. *Wordworth 3* supports Agfa Compugraphic Intellifonts of both the Workbench and Gold Disk kind, PostScript Type 1 fonts, and TrueType fonts, all of which are scalable. Standard Amiga bitmapped fonts can also be used, as can a number of fonts built into printers. But the flexibility of scalable fonts is what

most users want, and *Wordworth 3* comes with 50-odd Agfa Intellifonts, which comprises 19 different typefaces, the rest being different styles of those typefaces, plus a couple of symbols fonts. *Final Writer* also supports Agfa Intellifont and PostScript Type 1, and instead of TrueType it supports NimbusQ. It comes with 125 NimbusQ fonts which are actually 26 different typefaces in several styles, plus 21 decorative typefaces..

How do they handle the fonts? *Wordworth 3* has a simple font requester in which you choose the font, its size, colour, background colour and style, its tracking, and if it is an Agfa Intellifont you may also switch kerning on and off. A useful preview of the font is displayed in the requester, and when you hit OK the options you have selected are applied to whatever text is highlighted.

If you do a lot of document formatting, you require text styles, or style sheets as they are also called. These enable you to give a custom name to a style of text and then specify all the attributes for that style. Two important aspects of style sheets are that you cannot forget what style should be applied to a particular piece of text, and it enables you to apply many style attributes at a single stroke, and to globally adjust those attributes.

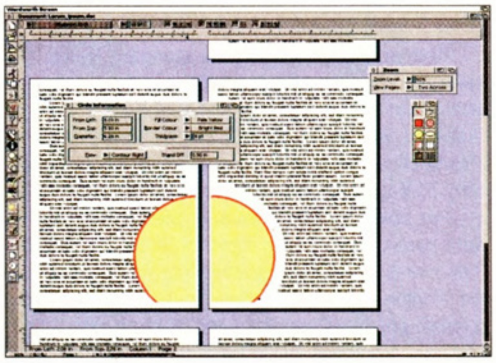
Final Writer has really superb support for style sheets, better even than dedicated desktop publishers. Styles can be assigned to function keys for ultra quick application, and Release 2 of *Final Writer* supports a floating style palette containing a list of all your styles, making selection ultra easy. The nearest *Wordworth 3* gets to style sheets is a find and replace feature that can replace one font in one size with another font in another size.

FORMATTING

Both *Final Writer* and *Wordworth 3* are paragraph-based, which means that changes made to the ruler, indents, tabs, margins, etc, are applied to the current paragraph. This system is extended so that highlighted blocks of text can also be formatted either by the ruler line or by selecting options in a paragraph format requester.

Wordworth 3 contains a nasty little bug that reveals itself only when more than one paragraph is highlighted and you select the Format Paragraph requester. Every gadget has the word "Mixed" next to it, indicating that there are many different formats involved. But if you select OK from this requester, suddenly *all* your text disappears from the screen. As it happens it is still there, and the previously highlighted paragraphs are still highlighted, so all you have to do is immediately go back to the Format Paragraph requester and enter a proper line spacing measurement.

It is even-stevens between the two with paragraph formatting options, but *Final Writer* has one feature that makes *Wordworth 3* look ordinary



This circle has been positioned over a spread using Wordworth 3's Double Page Spread feature.

– Sections. When you are producing a large document it almost certainly will have many sections – in effect, separate documents. Each can have its own document format settings, different headers and footers, different page numbering, different margins, different number of columns, and so on. Although the entire document is in memory, you work on just one section at a time, the others being a quick menu-pick away, and you can create as many sections as you like, inserting them anywhere you like in the document.

Captioning tables, diagrams and illustrations has always been a problem in Amiga word processors. Really these need to be separate elements so that you can position them freely. Both *Wordworth 3* and *Final Writer* have implemented something called text boxes, although each works differently. *Final Writer's* text boxes can contain up to 37 characters in one line of text. This gets placed on the page in the selected font and style, and means you can move it, resize and rotate it any way you want. *Wordworth 3's* text boxes can be any size with as much text as you like, and the contents are freely editable and reformatable at any time.

Wordworth 3's greatest selling point is its TextEffects feature. It's a similar concept to *Final Writer's* text box, only much more powerful. Text can be resized by dragging the handles of the box, and features in the TextEffects requester enable you to rotate it, add shadows, and so on. You can also combine the effects provided.

GRAPHICS

Wordworth 3 will import any 2-256 colour IFF-ILBM, plus HAM and HAM-8, but not IFF24 (24-bit true colour graphics). It also supports BMP, PCX, TIFF, IMG and GIF bitmapped graphics. *Final Writer*'s bitmapped graphics support is limited to just IFF-ILBM, although that does include IFF24.

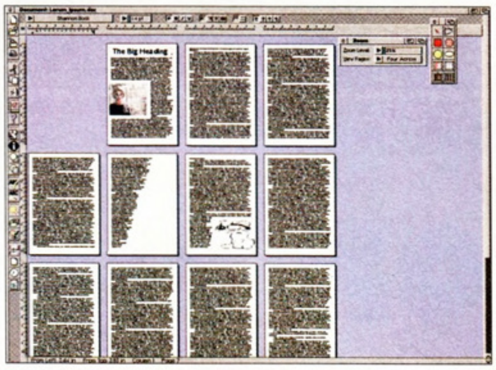
Vector or structured graphics are also supported by both programs. *Final Writer* supports Encapsulated PostScript (EPS), which is still the standard vector graphics format for DTP, and it can display these or a bitmapped preview on the screen. Although they are PostScript graphics, they may be output to non-PostScript printers.

Wordworth does not support EPS, nor any other vector graphics format that any Amiga program can produce. *Wordworth* supports an Atari ST format called GEM and a PC format called CMG (Freelance Metafile format). *Wordworth 3* is a modular program, so it is perfectly feasible for Digita to add support for EPS or any other format in the future.

Both programs will display graphics in as many colours as you have specified for the their screen, and both will print the original version of the graphic rather than the screen version..

Final Writer enables you to put a border around an imported graphic, in any colour, in a range of weights from a hairline to 12 points (1/6th of an inch). *Wordworth 3* cannot do this. You would have to draw a transparent box exactly over the top of the graphic. Both enable you to position and size graphics by screen coordinates and actual measurements, both enable you to resize a graphic while preserving its aspect ratio. *Final Writer* has a neat feature that will halve a graphic's size if you double click on it while holding down the Shift key.

Alas, *Final Writer,* being of US origin, assumes an NTSC pixel aspect ratio for bitmapped graphics, which means that graphics created on PAL systems will always import a little elongated. Correcting the aspect ratio needs to be done by hand. *Wordworth 3* imports bitmapped graphics at a 1:1 pixel aspect



Zooming out from a large document and switching Four Across mode on will enable you to quickly position graphics and make rough design changes while keeping an overview of the document.

ratio. *Final Writer* has a Snap to Grid feature and *Wordworth* doesn't.

Both programs have drawing tools that enable you to add plain lines, arrowheaded lines, rectangles with sharp or rounded corners, and ellipses. *Wordworth 3* can draw short, long and normal arrowheads, plus arrow tails and a few other end of line gadgets. *Final Writer* has just the one arrowhead style. *Wordworth 3* can draw lines in dotted and dashed styles, *Final Writer* can draw only solid lines.

All graphics in *Final Writer* can be cut, copied and pasted to and from the standard Amiga clipboard, meaning you can copy a brush to the clipboard in, say, *Deluxe Paint*, and then paste it into your *Final Writer* document without having to save or load anything. *Wordworth* can duplicate only vector graphics and anything drawn within *Wordworth* itself, but it uses its own private clipboard. While testing *Wordworth 3*, on several occasions while mucking about with vector graphics, a picture frame on the page with a bitmapped graphic suddenly and inexplicably emptied, forcing me to import the graphic again.

Bitmaps in *Wordworth* cannot be moved with the mouse from one page to another, as all elements can be in *Final Writer*, although vector graphics and elements drawn in *Wordworth* can be. *Wordworth* will enable you to work on up to four pages side by side, as opposed to one under the other, which is the only way *Final Writer* presents them to you. *Wordworth* also has a double page spread feature enabling you to position an element over the central gutter of two facing pages.

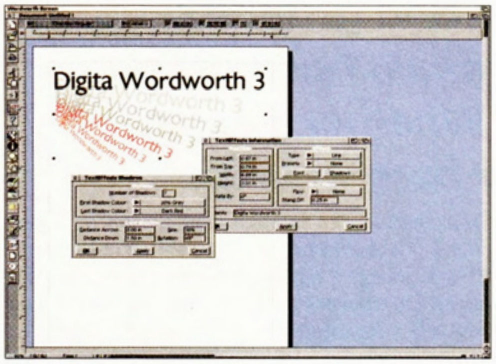
Both programs are able to crop graphics, and both can either save imported graphics within a document or save just the link to the graphics file, which makes for smaller document file sizes. *Wordworth 3* can save a hot link to an imported graphic. I couldn't get it to work.

Both programs can flow text around vector or bitmapped graphics, straight or contoured into the areas of the graphic that use colour 0, which is made transparent. *Wordworth 3's* runaround sometimes pushes text into the right-hand margin, and sometimes tries to put text between a graphic and the left-hand margin when there is no space available for it. At other times it doesn't recognise the bottom of a graphic correctly, and obscures the tops of characters beneath. Depth arrangement is supported by both programs, enabling any element to be sent to the back or to the front. *Wordworth 3* has a Move Forward option that brings an element forward one level.

One of the more advanced *Wordworth 3* drawing tools is the one for creating tables. As well as being able to move the finished table around

with the text and numbers in it intact, you can also perform simple calculations on rows and columns and have the result automatically entered into the table. You have complete control over the size of the grid, and the size of the cells in the grid. After entering a value in a cell, pressing the Tab key moves you to the cell to the right, or to the beginning of the next row if you are at the end of a row. Pressing Return in a cell makes the cell deeper, entering more text than will fit in the width of a cell will cause the cell to become one line deeper and the text will automatically wrap to fill that space.

If you regularly require information to be presented like this, *Wordworth 3's* Tables tool will be a massive time saver for you. But what a pity you cannot save tables, nor import data into them! No graphic element in *Wordworth* can be moved or copied out of a document window, so there's no



The TextEffects feature is what Digita think will sell Wordworth 3, but is just an eye-catching gimmick that is of very little practical use.

chance of pinching standard tables for a fresh document from an existing document. Why don't program designers think these things through?

PRINTING

Wordworth 3's printing facilities remain pretty much unchanged from version 2, although the requesters have been reorganised to make them much easier to use. In the Normal print mode, where the font or fonts that are on the screen are used, graphics may be mixed with the text. In Printer Font mode the fonts inside your printer are used, provided *Wordworth* has bitmapped screen versions of them, and no graphics can be included in the document. *Final Writer* can only print a quick draft printout using a printer's built-in fonts.

Printout speeds differ according to the speed of your Amiga, according to the speed of your printer, and according to what you are printing. *Wordworth* prints text-only documents in Normal mode and in black and white in about 15 per cent less time than it takes *Final Writer* to do the same thing. Put a picture in the document and print in greyscale or colour mode, and *Final Writer* will print it in about 30 per cent less time than it takes *Wordworth*. Because they are essentially printing one massive A4-sized bitmapped graphic, either program will take minutes rather than seconds to spit out pages. But that's graphics printing for you, it is the same on all computers, not just the Amiga.

Quality-wise, Normal text printouts from *Wordworth 3* and *Final Writer* are indistinguishable from each other. Both are extremely good quality. Studying several printouts of coloured and greyscale graphics, *Final Writer's* appear to have more shades and a less contoured appearance than pictures printed with *Wordworth 3*; but *Digita Print Manager* will enable you to enhance *Wordworth's* graphical output to a level far superior to that possible with *Final Writer* using the Workbench drivers and preferences programs. *Digita Print Manager* will install only to hard drive.

PostScript printing mode has not yet been implemented in *Wordworth 3*, despite the fact that it is fully documented in the manual. When this part is finished you will be able to print PostScript in greyscales only, using only those fonts from the "classic 35" that are inside your PostScript printer – no downloadable fonts in other words. There will be no control over screen density, no control over the PostScript page size (although horizontal and vertical offsets are supported), and no crop or registration marks. Page scaling and rotation will be supported, and it will not be able to print thumbnails. When PostScript printing is implemented for *Wordworth 3*, it will hardly be worth having. *Final Writer*'s PostScript features are certainly not extensive when compared to a professional publishing program, but at least colour, screen densities and angles, and downloadable fonts are supported.

GROUNDS FOR COMPLAINT

I am not at all happy with the unfinished state of *Wordworth 3*. Apart from the several frustrating little bugs mentioned earlier, *Wordworth 3* uses chip (graphics) memory like it is going out of fashion. There's nothing particularly unusual about this, but when *Wordworth 3* gets short of chip memory it has a bad habit of either making strange things happen on the screen, or in printouts, or it simply freezes or crashes the Amiga.

If *Wordworth 3* was an electric kettle, then what we've got here is definitely the flashiest looking kettle in the shop – it is the kettle with the most interesting looking buttons on it, the kettle that wouldn't look out of place on the mantelpiece, the kettle that claims it can pull out the tea bag, spoon in the sugar and then give it a stir, plus boil an egg at the same time. But this kettle has some flaws. One flaw is that it keeps cutting out before the water has reached boiling point. What is shocking is that the manufacturer knew that the flaws existed, but because they promised everybody it would be ready by a certain date, they shipped the kettle anyway, flaws and all.

If you bought this kettle you would take it back and ask for a full refund, to which you would be entitled because the kettle is of unmerchantable quality. A kettle is supposed to boil water. If the manufacturer asked you to hang on to it and said that they, on some unknown future date will eventually send you a kettle that does boil water, you would probably laugh at them. If they then refused to refund your money you would probably contact The Office of Fair Trading.

Wordworth 3's job it to process words and it can process words. So, in the eyes of the law, it is of merchantable quality. If you buy *Wordworth 3* and find you are unhappy with the number of bugs it contains, you will probably have a very difficult job getting your money back. If, after buying it, you are prepared to wait, I'm sure you will eventually receive a less buggy version, probably sooner than later, but of course there are no guarantees. In the meantime, as the manual informs you, if you have any problems you can always get Digita Technical Support to help.

I really wanted to say nice things about *Wordworth 3*, but it has been released too early. Crashes I don't like, but I can live with them if I know what to avoid doing. The bugs that affect the layout of a document I cannot live with because it means that minutes or hours of work may have to be done again. Bugs apart, among other things *Wordworth 3* lacks style sheets, it lacks proper master pages, it doesn't take advantage of the Amiga's clipboard, nor Workbench 3 DataTypes, nor ARexx, it has poor PostScript support, it cannot import structured drawings that have been created by any Amiga structured drawing program. Sorry, Digita, you blew it. And I guess that's me struck off the Christmas card list.

An updated and bug-fixed version of *Wordworth 3* should be out by the time you read this. Version 2 of *Final Writer* will also have been officially released. We'll be putting both of them to the test, along with every other Amiga word processor commercially available and the best of those from the public domain, in our July issue.

If you're thinking of buying a word processor, you can't afford to miss this. It goes on sale Tuesday 7th June for £2.50. AS

WHAT
Wordworth 3
WHO
Digita International Ltd
WHERE
Black Horse House, Exmouth EX8 1JL.
☎ 0395 270273

CHECKOUT
WORDWORTH 3

Ease of Use **63%**
In this unfinished state it is difficult to use because some basic features don't always do what they are supposed to do.

Output **89%**
HAM and 256-colour pictures do not print quite as well, nor quite as quickly, as they do from *Final Writer*, but *Wordworth 3's* text output is just as superb. Alas there is no PostScript support yet, and, judging by the manual, when it arrives it will be poor compared with *Final Writer's* PostScript facilities.

Performance **71%**
Printing speed has been improved, but *Wordworth* is still slower than most rival packages at printing documents that have graphics in them. Screen refresh is disappointingly slow when word processing in eight or more colours, even on a 4000/040.

Documentation **89%**
A well written, well-produced, 330-page, perfect-bound manual. But considering *Wordworth's* high price I would have expected it to be spiral-bound so that it could be opened flat in order to follow the step-by-step tutorials.

Facilities **82%**
A fair number of new features that, in theory, should enable you to produce better documents more quickly. However I was particularly disappointed that style sheets have not been implemented and that picture frames cannot have borders.

Value for Money **48%**
Releasing a product that costs this much in an unfinished state is one of the nastiest things a company can do to its customers.

Overall rating **65%**
It's only half finished. When the bugs are fixed it may well score better.

NO PROBLEM!



Your host, Graeme Sandiford – It's his job to coordinate the vast number of queries we get sent each month, to ensure that they each go to the right expert, and to help put the solutions in as wide context as possible so that as many people as possible can benefit.

Amiga Answers is the most popular part of Amiga Shopper, and justifiably so – here we devote more space to solving far more genuine reader problems than any other magazine. To do so we draw on the knowledge of experts in the fields of DTP, business software, video and graphics, programming, music, comms, hard drives, accelerators, memory... Whether you're a beginner or a pro, we're here to help.

FAST AND CHIP RAM

HARDWARE

What is the difference between Fast and Chip memory? Is it true all of the memory in my unexpanded A1200 is Chip memory?

Derek Dawson
East Cheam, London

There is no real, physical difference between Fast and Chip memory, but rather in the way the Amiga makes use of them. Chip memory is found in all Amigas. It gets its name because the Amiga's custom chips – those that handle graphics and sound, for instance – have access to it.

This memory is also shared with the Central Processor or CPU – the 68020 chip that executes instructions given it by a program – and this sharing can cause arguments if two chips attempt to access the same memory at the same time. This is known as a "bus contention". In this case, the custom chips take priority and the Central Processor is forced to wait. This therefore means that a program running in Chip RAM will tend to run more slowly.

The custom chips always take priority over the CPU; but Fast RAM, on the other hand, can only be accessed by the CPU, and since it does not have to wait for something else first, the CPU works faster – hence the name Fast RAM.

All of an unexpanded A1200's 2Mb of memory are Chip RAM, but this is the limit of memory that can be accessed by the custom chips. Any further memory that you add will be Fast RAM. I recommend you do, because you'll immediately notice an increase in your machine's speed.

Mark Smiddy

JARGON BUSTING

Blitter – a feature of the Amiga's custom chips, the blitter can be used to move and alter large areas of data in memory. It's commonly used to create animations.

BOB – a Blitter Object is a graphical shape that is moved by the blitter into the area of memory used to make up the screen display.

RAM – Random Access Memory is the area of memory used to hold programs while they are running. It also holds data used by these programs, which can include things like graphics and sound samples. The contents of RAM are erased when the power is switched off.

Script – an AmigaDOS script is a collection of simple AmigaDOS commands stored together in an ordinary text file. If the file name follows an **Execute** command, then each of the commands it contains is executed in turn by AmigaDOS.

MEMORY FOR ANIMS

VIDEO

I've generated 182 frames with *Vista Pro 2* of the grand Canyon, and have stored them on ten disks (named pic00000 – pic00181) but when I load them into RAM (I have 10Mb), run *Deluxe Paint IV* and then try to load all the images into it to make an animation, I run out of memory. Can you help?

G Mathieson
Bangor

The obvious trouble here is that there isn't enough RAM to contain all the images, load *DPaint* and also store the animation that *DPaint* is attempting to build.

There are several solutions. The most tedious is to keep deleting the original frames by hand from RAM (after they have been incorporated into the new anim) by using the Shell or a disk-management program like *Directory Opus*.

A simpler but even more boring method would be to not use the RAM at all, but to set up a 182-frame animation in *DPaint IV* and then load the frames one by one from disk, moving along a frame each time.

A better method would be to load all the frames from one disk, save the resulting animation to RAM disk (say, as ANIM1), load all the frames from the second disk (save as ANIM2) and so on. Then load the first animation, append the second, third and so on until you are done. For this to be successful you must have had the palette locked when you generated the original images.

However, a much better alternative would be to get hold of a public domain program called *Rend24*, which can be used to construct animations and can also delete frames after they have been used, thus freeing up memory as it goes along. The animations it makes are compatible with *DPaint*, though it has its own anim-player built in. You could even use *Rend24* to rescale your images and lock their palettes before adding the frames to the animation.

Beware of *Rend24 v1.05* – when I was using it with 320x256 images (both HAM and 32 colour) it just kept crashing on me. Version 1.04f works fine.

Gary Whiteley

HARD DRIVE CONTROLLER

HARDWARE

I have just bought a hard disk for my new A1200. It is a Conner 84Mb. I have partitioned the disk into two 40Mb partitions using *HDToolBox* from my old Workbench 2.04 system. The program recognised my disk as a Conner drive of the right size, but decided that it was a SCSI device. Will this cause me problems, or do IDE and SCSI devices appear the same to Workbench programs?

My partitions have been identified as CDH0: and CDH1:, and not as dh0: and dh1: as I would have expected. I have assigned dh0: to CDH0: to get around this and allow software which insists on dh0: to run. Are hard disks identified as CDHx: under Workbench 3.0? Or is this a problem with using an older version of *HDToolbox*?

I have installed *TransWrite* on to my hard disk, but whenever I run it from there the machine crashes. If I run it from floppy or from RAM: it runs fine. I have a script that copies it from the hard disk to RAM and runs it from there. This works fine, but why?

Dave Walker,
Southsea, Hants.

Your guess is right. Workbench sees IDE and SCSI as the same. Commodore made everything simpler by making the SCSCI.device handlers understand IDE drives, too. This has ensured that more software runs correctly.

As to the CDH0: business, we've moved into the 20th century here. You can call it anything you like – DH0:, HARDDISK0:, ZINGPING, or whatever you wish.

In *HDToolbox* there is a small string gadget at the centre bottom, which contains the device

name. You can click in here and change the name to dh0: if you wish. I personally find that it is more sensible to give it a meaningful name, like "Programs:", "Work:" or perhaps "Comms:" for example.

Your problems with *TransWrite* could be due to one of two things (assuming you have installed it correctly – check with your manual). One, the program is somehow not hard disk compatible. Or two, there are some incompatibility problems with Conner drives.

The problem is that the IDE interface in your A1200 is blindingly quick, much faster than those in portable PCs, which is where Conner drives nearly always find their way. The drive simple cannot handle that amount of information moving around so quickly, and this sort of behaviour manifests itself with large files and programs. Use *HDToolbox* to lower the MaxTransfer rate to 0x1fe00 – which will reduce the transfer rate of information – and your problem should be solved.

Toby Simpson

DOUBLE-BUFFERED SCREEN

CODING

I have written a game in assembly language, but it suffers from screen flicker. I wait for a vertical blanking gap, and then clear the screen with the blitter, before blitting all of my game sprites to the screen. When I use more than a few BOBs, I get serious flicker. I don't know how to solve this, though I've heard "double buffering" might help me. Could you explain what this is?

Mark Ball
Crawley, W. Sussex

Double buffering is a simple concept employed in most computer games, especially on the Amiga, to ensure you don't get screen flicker.

The reason your screen is flickering is because you are unable to draw all of your sprites fast enough to fit in the vertical blanking gap, and the custom chips are drawing the next frame whilst you are still blitting to it.

Double buffering, in its simplest form, involves you having *two* screens, a hidden one, and a visible one. Basically, you draw on the hidden one, and when you've drawn everything you need to, simply swap the two banks and start drawing on the new hidden screen. This way you can take as long as you like to draw your new frame without having to worry about flicker.

Watch out, however, that your program doesn't run "as fast as it can": install some code to make sure if it's running on a particularly fast Amiga it doesn't swap the banks too quickly. Try playing *Interceptor* on a 25MHz 68030 and you'll see what I mean – it's like trying to land the plane on a postage stamp.

Toby Simpson

BACWARDS SCRIPT SKIPS

CODING

Why is it that the AmigaDOS command "Skip", when used to jump backwards over an "Execute" instruction, fails?

Gary Smith
Watford

For every file that it runs, Execute creates a temporary parsed file in the T: assignment (a temporary directory usually held on the RAM disk). The file is called Command-XX-YY where YY is the calling process number and XX is the nesting level. The nesting level is not used, and consequently the old parsed file – created when your script is run – is overwritten by the new one created by the Execute command in the script.

For example, the script:

```
LAB Start
EXECUTE An-Other
SKIP Start BACK
```

will create Command-00-001 in T: as it starts. When the second line is reached, Execute creates a copy of An-Other as T:Command-00-01 thus overwriting the previous file, so that when line three is reached, the label referred to cannot be found in the parsed file.

The solution is to run the second script as a child process which will ensure that the name conflict does not arise:

```
LAB Start
ECHO >T:Process "<$$>"
RUN EXECUTE An-Other
WAIT >NIL: 5 MINS
SKIP Start BACK
```

The second line creates a temporary variable containing the process number. Remember, unless this is a startup script it is not possible to guarantee which process is executing the program.

The fourth line ensures the script does not continue until An-Other has completed.

The actual amount of delay is arbitrary, but it must be sufficient to prevent the first script from continuing before the second one completes. The last line of An-Other (or the last instruction executed before it completes) should read like this:

```
BREAK <T:Process >NIL: C ?
```

This instruction "breaks" the wait state entered at line four of the main script.

Mark Smiddy

CG FONT STANDARDS

DTP

I have upgraded to an Amiga 1500 Plus with GVP hard drive and 5Mb of memory. I own version 1.1 of *PageSetter II*.

The only outline font that comes with *PageSetter II* is CGTimes, so I would like to use the LetterGothic and CGTriumvirate outline fonts supplied with Workbench 2.04 as they give superior output to bit-mapped fonts.

I am having trouble installing these, though. *PageSetter II* does not seem to recognise them; the file formats seem different. Can you help?

Edward Campton
Scraptoft, Leicester

Like most so-called standards, AGFA's Compugraphic standard has a few variations.

The standard that *PageSetter II* adopts requires three files to be present in your CGFonts: directory – "fontname.atc" (the encoding table), "fontname.metric" (the spacing information) and "fontname.lib" (the font definition). Funnily enough, it would appear that the font definition file also has the encoding table and spacing information in it – it's just that *PageSetter II* prefers them to be in separate files.

The standard that Workbench 2.04 uses has just the one file, "fontname.type" in the "FONTS:_Bullet_Outlines" directory, which is exactly the same format as the "fontname.lib" files that *PageSetter II* uses. The difference is that Workbench would appear to be extracting the encoding table and spacing information from this one file.

So to be able to use *PageSetter II* with the Compugraphic fonts supplied with Workbench 2.04 you would need to be able to generate a "fontname.lib", "fontname.atc" and "fontname.metric" file from the Workbench "fontname.type" file. Theoretically speaking, that is, because there isn't currently a program that can do this.

For more Compugraphic typefaces that can be used with *PageSetter II* you should contact either George Thompson Services (☎ 0707 664654) or EM Computergraphic (☎ 0255 431389) and ask for details of their shareware and PD Compugraphic typefaces.

Jeff Walker

PRINT MANAGER ROOM

PRINTERS

Please help me make room on my Workbench 3 disk so that I can install *Citizen Print Manager* to use with my Swift 9. It needs 240K of disk space, and the best I can do is make 130K available by binning the Utilities drawer.

Clive Cook,
London W7

The *PMInstall* program installs a number of files you don't require – all the printer drivers that are not for the Swift 9, and the language files that are not English.

The thing to do is to use *PMInstall* to first install the program to the RAM disk. So specify RAM: when it asks where to install to. When it's finished installing, follow these steps:

- Open the RAM disk icon.
- Open the CITIZENPM drawer that's in the RAM disk.
- Select Show/All Files from the Workbench Windows menu.
- Open the PM drawer that appears.
- Delete all the files in the PM drawer except for those name tco, tde, tt0 and tt1.
- Close the PM drawer.
- Open the Printers drawer.
- Delete all the files in the Printers drawer except for the Swift9.m file.
- Close the Printers drawer.
- Drag the CITIZENPM drawer on to your Workbench 3.0 disk, the one from which you have already delete the Utilities drawer.

I think you'll find it fits – just!

Jeff Walker

This is is just a small sample of the sort of solutions we provide every month in *Amiga Shopper*. If something isn't going right with your Amiga computing – and let's face it, we all encounter problems – then you ought to consult *Amiga Shopper*. We'll sort it out. AS

JARGON BUSTING

Outline Font – each character in an outline font is defined as a collection of mathematical curves and lines, rather than as a matrix of dots. This means that when the font comes to be used at differing sizes, it is always displayed at the best possible resolution without any jagged edges.

Partition – it is possible to divide a hard disk into several "partitions". So far as your software and AmigaDOS are concerned, these partitions behave as if they are physically separate drives.

RAM Disk – an area of RAM set aside to be used as a "pretend" disk drive. Because accesses to RAM are so much faster than to an external device, the performance of a RAM disk is many times faster than that of a hard disk. Remember though that the contents of the RAM disk are lost after a reset.

How to perfect your printing

Every month Amiga Shopper carries a fantastic wealth of interesting, informative articles showing you how to get the very best from your hardware and software. Here's Jeff Walker demonstrating how you can ensure your pages print out exactly as you see them on-screen.

Are your printouts always positioned wrongly? Do you set a half-inch top margin and end up with three-quarters? When you print multiple pages does the text creep further and further down each page? Do you get blank pages fed through between each printed page?

We get more letters about these problems than anything else. They're caused by poorly set up page sizes. Here we'll tell you all there is to know about setting up page sizes and margins correctly in word processors and desktop publishing software. We'll be concentrating on two popular word publishers and two popular DTP packages, *Wordworth*, *Final Writer*, *Professional Page* and *PageStream*, but the principles apply to *all* Amiga software. The confusion stems from the fact that every program does it differently, and uses different terms to mean the same thing.

The main confusion is between the terms "paper size" and "page size". Although they are not the same thing, a lot of software and documentation use the terms interchangeably. Your "paper size" is the physical dimensions of the piece of paper you are printing on to. So A4 paper is 210mm wide by 297mm high. Your "page size" is the dimensions of the area of paper that your printer is capable of printing on to. You will have discovered that your printer has "hardware margins" – areas of the paper that it cannot print on to because of hardware restrictions. Feed any size of paper into an average printer and it will start printing a small distance down from the top of the paper and a small distance in from the left. Less obvious are the small "non-printable" areas on the right-hand side and bottom of the paper.

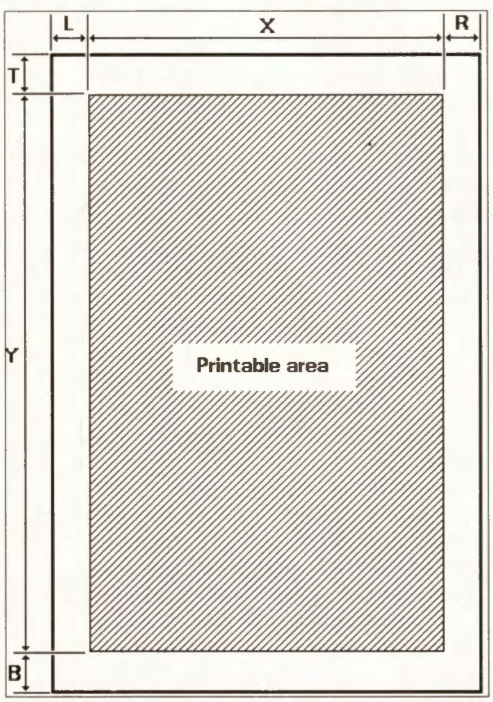


***FIGURE 1** Look in your printer manual for a diagram like this – it is the key to setting up page sizes correctly.*

Take a look at Figure 1. It gives a generalised view, with the hardware margins exaggerated for clarity. The shaded area in the centre is the "printable area" – your page size in other words; the white bits round the edges are the parts of the paper the printer cannot get at. Many printer manuals contain a diagram similar to this, and distances for a range of paper sizes will be given for the margins marked L, R, T and B, plus the dimensions of the printable area (X,Y). They will vary for different sizes of paper because of the way the paper is positioned ready for feeding, and the way the printer mechanism feeds paper in and out.

Dimensions are normally given in millimetres, often with the equivalent in inches. Sometimes, particularly with laser printers, the dimensions are given in "dots" of the printer's highest resolution. For example, a 300 dots-per-inch (dpi) laser printer may have a top margin of 48 dots for A4 paper. To convert this for use with a software package, divide it by the resolution, which gives the distance in inches – 48/300 dpi equals 0.16 inches.

Before you can set up page sizes and margins correctly for any software, you first have to find out the dimensions of your printer's printable area and its hardware margins. If these details are not in your printer manual you have two options: phone the manufacturer of the printer and ask, or find out for yourself by trial and error. By far the easiest trial and error method is to set up your software's page size to be the same as your paper size, with zero margins – select A4 page size if you are using A4 paper for example – and then completely fill that area with something to print. In DTP software plonk an A4-sized filled box on the page; in word processor software import a graphic and size it so that it fills the entire A4 area. Print the page, letting the paper feed into the printer automatically; don't

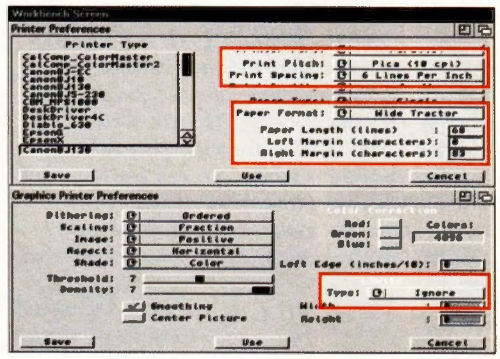


***FIGURE 2** If your Workbench printer preferences are not set correctly you may not get the expected printed output from your software.*

fiddle with the manual paper-positioning knob. Don't worry if the printer asks for another sheet after printing the first – we're only interested in this one. The white bits around the edges are the hardware margins. The printed part is the printable area, or page size. Measure these distances and note them down for future use.

Now, this area I have called "hardware margins" is known by different names. *Final Copy II* calls it the Print Area, which is extremely confusing because it can't print in it. *Wordworth 2* calls it the Print Border; *Professional Page* calls it the X and Y Offset; *PageStream* doesn't call it anything.

Consider the way a typical piece of software would print a typical page to a typical printer. You've selected an A4 page size. You want an inch top margin, half-inch margins left and right, an inch bottom margin, and you've set up these margins accordingly in the software. You've told the software to start printing one inch from the top of the paper, yes? *No* – you've told the software to start printing one inch from the top of the *printable* area. Because the printer has (say) a half-inch hardware top margin, your printout starts one and a half inches down from the top of the paper. The same goes for the left margin. You've told the software to start printing half an inch in from the left edge of the printable area, and if your printer has (say) a quarter-inch hardware left margin, the printout will begin three-quarters of an inch in from the left edge of the paper. What you end up with is a printout that is "offset" down and to the right of where you actually wanted it.

But what about the bottom margin? The odds are that the "page end" marker you've set (actually

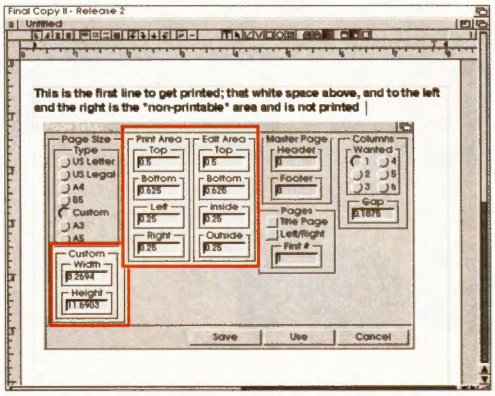


FIGURE 3 Enter your printer's hardware margins in Final Copy II's Print Area gadgets.

a "form feed" instruction added by the software) has been pushed down so far that it can no longer be printed on that piece of paper. The printer gets to the part of the page that is its hardware bottom margin, feeds the paper out (because that's what its internal software tells it to do), feeds in a new sheet of paper, then finds that all it has to print is a blank margin and just feeds that piece of paper out because of the "form feed" instruction. Even though your bottom margin may be blank, it still has to be "printed" because that's the way the software works. And that's why you're getting blank sheets between pages of printout.

"Every program uses different terms to mean the same thing."

First stop for correctly setting your page sizes is Workbench Printer and PrinterGfx preferences. In Printer preferences set the Paper Format to Wide Tractor. Just like printers, printer drivers have hard-coded instructions about page widths, and you'll find that printer drivers will restrict the print width to just under eight inches when, say, DIN A4 is selected, no matter what page width measurement you have entered in any other program. The printer driver has the final word on this. Selecting Wide Tractor

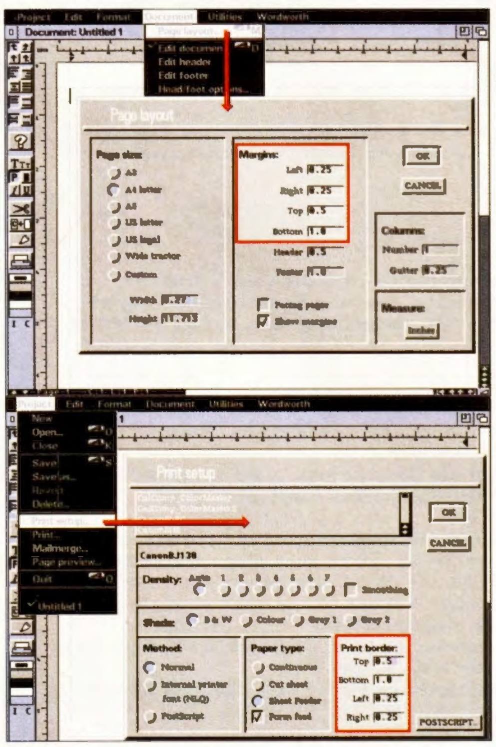


FIGURE 4 Wordworth 2 confuses many users by having the printer's hardware margins in one requester and the on-screen margins in another.

instructs your printer driver to increase your printable width to 13.6 inches. You can't print this wide on an A4 printer, but it enables you to print as far across the paper as possible.

Figure 2 shows recommended settings for Printer and PrinterGfx for A4 printers. The gadgets ringed in red are the important ones. If you are in the practice of printing many-paged documents to a printer that has an automatic cut-sheet feeder, then you *must* set your Paper Type (above Paper Format) to Continuous, not Single Sheet.

Let's look at specific packages – *Final Copy II* first. In Figure 3 you can see that I have selected the Custom Page Size. I've done this merely to illustrate the fact that *Final Copy II's* dimensions for A4 in inches are not necessarily correct. Check your printer manual and see what it says A4 dimensions (in inches) are, and adjust the *Final Copy* dimensions accordingly. Alternatively use millimetres – A4 is *always* 210mm x 297mm.

What *Final Copy* means by Print Area is the non-printable (unshaded) areas shown in Figure 1, what I call the "hardware margins". The dimensions need to be exact – Top, Bottom, Left and Right in *Final Copy's* Print Area gadgets are the T, B, L and R distances in Figure 1 for your particular printer. (You'll find the Print Area gadgets for *Final Writer* in the Page Setup requester under the Layout menu.)

The Edit Area is the part of the page you want to print on to. The measurements in these gadgets must not be smaller than the equivalent gadgets in the Print Area section. If they are set to the same distances, then you will be printing on the maximum printable area for that size of paper with your printer. To get larger margins, enter the size of those margins into the Edit Area gadgets. (With *Final Writer*, you'll find them in Section Setup under the Layout menu.)

Wordworth 2 (Figure 4) uses exactly the same system, except it has split the two sections across two requesters. You enter your printer's hardware margins in the Print Border section of the Print Setup requester. Your actual page margins (what *Final Copy* calls the Edit Area) are set in the Margins section of the Page Layout requester. Again, the top, bottom, left and right Margins settings should be the same as the Print Border settings or greater.

Things become a bit more complicated with *Professional Page* (Figure 5). Assuming you are printing on to A4 paper, in the New Page Format requester you can select A4. But make a note of the dimensions that appear in the Size gadgets. When you come to print the page, these dimensions need to be entered into the Output Page Size gadgets in the Print to Dot Matrix requester. The hardware margins are described in the Offset gadgets as negative dimensions – instead of describing a positive distance from the edge of the paper to the start of the printable area, you are describing a negative distance from the edge of the printable area to the edge of the paper. So if your hardware top margin is half an inch you would enter -0.5 inches (or -1.27cm). And if your hardware left margin is a quarter of an inch you would enter -0.25 inches (-0.635cm). These negative numbers effectively tell *Professional Page* to totally ignore the top half-inch and the left-most quarter-inch of the page on the screen. You need to "manage" the right and bottom hardware margins yourself. If your maximum printable width is 7in,

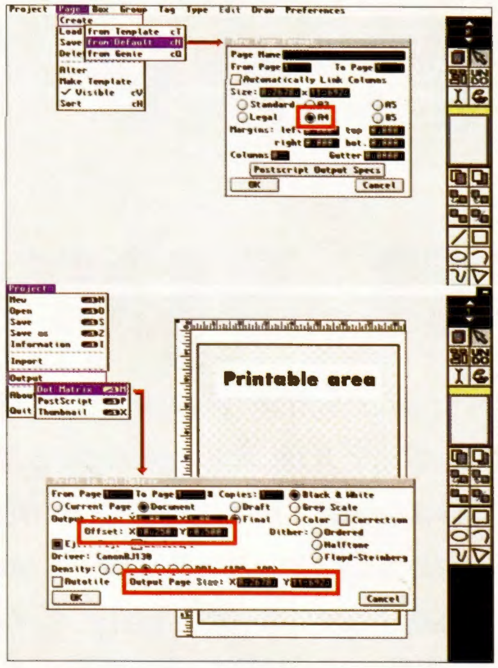


FIGURE 5 Correct output from Professional Page depends on correct information being entered into the Output Page Size and Offset gadgets in its Output to Dot Matrix requester. The bits to look for are highlighted here.

then add that figure to your hardware left margin and the resulting figure is the furthest across the page you should position any text or graphics. Do the same calculation for the maximum printable length, and don't attempt to position anything below that height on the page. If you do, anything in those areas simply won't get printed.

Finally, we come to *PageStream*. Again the relevant gadgets are found in two requesters (Figure 6). Page Size is easily discovered in the New Document requester. The important gadget is in the Configure Printer requester – the Paper Size. Here you may safely leave the paper size width the same as the page size width, but the paper size length must be set to your maximum printable length, the Y dimension in Figure 1. So if your printer has a hardware top margin of 5mm and a hardware bottom margin of 5mm, you must subtract 10mm from your Page Size length and enter this as your Paper Size length. As with *Professional Page*, you need to manage the right-hand and bottom hardware margins yourself.

So now you know how to get your page on the screen to print in the same position on paper. Even if you're using a package not mentioned here, you'll find the principles outlined invaluable. AS

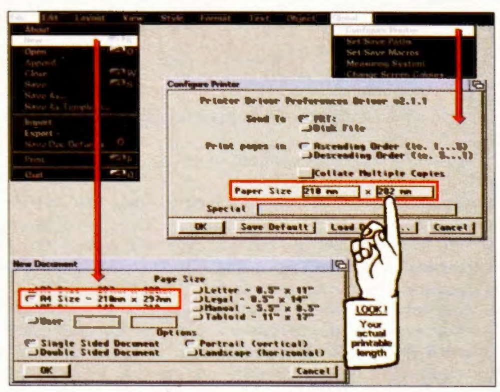


FIGURE 6 To get correctly positioned printed pages from PageStream, enter the correct printable length (rather than the paper length) into the Paper Size requester in Configure Printer.

How to program a spreadsheet

Most of the Amiga's operating system was written in C and it's just one of the languages that gets serious tutorial coverage in Amiga Shopper. Here the editor, Cliff Ramshaw, shows you how to design and write your own working spreadsheet. The listing can be typed in and used with any C compiler, including a PD one such as DICE.

When you're writing a reasonably complex program, it's often best to look at the kind of data it will use before thinking about its code structure. The most important data structure of a spreadsheet program is the spreadsheet itself – a two-dimensional grid. Clearly the best way of representing this is as a two-dimensional array.

We'll limit the size of the spreadsheet to the screen area, giving an array of 5 by 15, with each cell taking one line and being 10 characters wide. The most common data stored in an array are numbers, floating point numbers. But spreadsheets also need to store text messages, as well as the all-important formulae. The best way to hold text is as a string. It's possible to store numbers as strings too, and convert each string to a number as the program needs it for calculation. We'll restrict ourselves to formulae with two cell references separated by a simple maths operation: +,-,* and /. It's best to represent the spreadsheet as a two-dimensional array of pointers and allocate space to each string as it is needed.

Given the main data structure, we can now start thinking about the program itself. We'll need: a function to convert numbers written as strings into floats, and a function to interpret formulae that are represented by strings. We'll also need a means of getting input from the user. We'll do this by inputting two strings: the user is first asked to enter the co-ordinates of the cell of interest, and then to enter the contents of that cell. Every time the user enters some data, the whole spreadsheet is re-printed on the screen. If any of the cells contain formulae, then these are evaluated and their results printed out. If the user enters "q", then the program stops. It's simple, but it shows a lot of important programming points. Use a text editor to type in the listing below, and then compile and link it with your C compiler – a PD one will do, since the program doesn't rely on any Commodore-copyrighted library files. If you take a close look at

THE SPREADSHEET LISTING

```
#include <stdio.h>
#include <strings.h> /* some useful string functions */
/* declare functions for use by main */
void display_sheet();
int get_input();
void main()
{
  int quit=0; /* set to 1 if user wishes to quit */

  do {
    display_sheet(); /* call function to display spreadsheet */
    quit=get_input(); /* get user's input */
  } while (quit==0); /* loop until user asks to quit */
}
/* define array to be used by functions (not visible to main) */
char *sheet[15][5]; /* two-dimensional array of pointers to char */
/* define support functions */
float evaluate(char *cell_contents);
int find_row(char row);
int find_column(char column);
float string_to_number(char *string);
void flush_input();
void display_sheet()
{
  int row, column; /* variables used for loop control */

  printf("\n\nSpreadsheet\n\n");

  /* now print column numbers across the top */
  printf("   1        |2        |3        |4        |5        |\n");
  /* first three spaces to give space for row numbers beneath, then
numbers separated by eight spaces and a bar, so that each number
appears above its column */
  printf("---------+---------+---------+---------+---------+\n");
  for (row=0;row<15;row++) { /* go through each row in turn */
    /* print the row number at the left of the screen */
    printf(" %c ",row+65); /* row is printed as a letter of the
alphabet, with 0 being represented by "A" and so on */
    for (column=0;column<5;column++) { /* go through each column */
      if (sheet[row][column]==NULL)
        printf("         |"); /* print nine spaces and print
a bar to move to the next column if this one is empty, ie its
pointer points to nothing */
      else if (*sheet[row][column]=='=')
        printf("%9.2f|",evaluate(sheet[row][column])); /* if
the first character is an equals sign, then the cell holds a formula
which must be evaluated and then printed out */
      else /* otherwise it's contents are printed straight out */
        printf("%9.9s|",sheet[row][column]); /* the "9" in
the format string indicates that strings less than 9 characters in
width should be padded with spaces when printed */
    } /* now deal with next column */
    printf("\n"); /* go to the next line when all of the columns
in a row have been printed */
  } /* deal with next row */
  printf("\n\n"); /* print a couple of blank lines to separate
display from user input */
}
int get_input()
{
  int row,column;
  char input[10]; /* temporary string to store user's input */
  printf("Enter the coordinates of the cell to be modified (eg A1)\n");
  scanf("%3s",input); /* the "3" ensures a maximum string length of 2
characters, plus a terminator */
  if (strcmp(input,"q")==0)
    return 1; /* return a value of 1 if user enters "q" */
  /* the first character of the string represents the row, and is
converted to an array index by calling the find_row function */
  row=find_row(input[0]);
  /* the second character is the column number, and is converted to
an array index by calling the find_column function */
  column=find_column(input[1]);
  printf("Enter the cell's new contents\n");
  scanf("%10s",input); /* ensure we get no more than 10 characters */
  flush_input(); /* get rid of any characters beyond the 10 needed */
  if (sheet[row][column]==NULL) /* check if the cell is empty */
    sheet[row][column]=(char *)malloc(10); /* if it is make
storage for the string (9 characters plus a terminator) and put the
pointer to it in the relevant cell of the array */
  /* either way, the contents must be copied into the area of memory
pointed to by the array */
  strcpy(sheet[row][column],input);
  return 0;
}
float evaluate(char *cell_contents)
{
```

it you'll find it easy to follow. Let's go through it function by function.

The first function, **main**, only uses one variable, **quit**, which behaves as a "flag". It's a common programming technique – the variable is set to one value, and then when a particular condition has been met, it is set to another value. This value is subsequently tested. In **main**, **quit** is set to zero. A loop is entered. The function **display_sheet** is then called to display the spreadsheet on the screen. After that the function **get_input** is called, and the value it returns is assigned to **quit**. Normally, this will be 0, but if the user entered "q" at the input stage, then it will be 1. The program then loops, provided **quit** is still equal to 0. If it isn't, the program terminates. The function **display_sheet** needs two local integers – **row** and **column** – as controlling variables in loops to ensure each element of the two-dimensional array is checked in turn. Before doing so, the function prints out a heading and a list of column numbers. I've allowed a 3-character margin at the left of the screen for the row numbers; after that, each numeral is separated by eight spaces and a vertical bar – each column being ten characters wide.

Next a loop is entered that goes from the first to the last row. For each new row, its letter is printed at the left hand side of the screen, with a space before and a space after it. Adding 65 to the value of row gives an ASCII code between 65 and 79 – a letter between A and O. The program then enters a loop that works through each of the row's columns in turn. The cell referenced by **row** and **column** is then checked to see if its pointer points to nothing. If so, nine blank spaces and a vertical bar are printed and the loop is closed so the next column can be processed. If it isn't, then the string that the pointer references needs to be dealt with. It's checked to see if it begins with an equals sign. If this is the case, it contains a formula and the **evaluate** function is called with the pointer to it as argument. The value obtained is then printed out. If the first character of the cell's contents isn't an equals sign, then it is either a number stored as a string or a text string. In either case, it is printed. After all of the columns in a given row have been dealt with, a carriage return is printed to ensure that the next output appears on a new line. The rows loop is closed, and the function ends.

The other key function is **evaluate**. It takes a string (in other words, a pointer to a series of characters) as its argument, and produces a floating point value based on an evaluation of the formula contained in the string. Formulae take the form "=A1*B2". The first character (number 0) is always an equals sign, and so can be ignored. Character number 1 represents the row address of the first cell. It's converted into such, and stored in the integer variable **row1**, by using it as the argument to a call to **find_row**. Similarly, character 2 represents a column address, and is converted into an integer stored in **column1**. Character 3, the mathematical operator is stored in a character variable called **operator**. The row and column addresses of the next number are retrieved in the same way as those of the first.

The contents of the two cells referenced are then turned into floating point numbers. The function that does this, **string_to_number**, takes a pointer to a string as its argument, which is obtained from the **sheet** array given the relevant row and column co-ordinates. The function then goes on to process the two numbers depending on the operator supplied. This is done with a **switch** decision-making construct. **Evaluate** ends by returning the float variable **result**. **Get_input** asks the user which cell is to be operated on. If the user enters a "q", then it returns a value of 1. Otherwise, the string is turned into a set of cell indices by calls to **find_row** and **find_column**. The user is then asked for the contents of the cell. If the cell already contains information, it is replaced; otherwise space is requested first from the OS by a **malloc** call. **Flush_input** is a simple function that reads all the characters remaining in the input buffer until it reaches a carriage return. **Find_row** and **find_column** subtract 65 and 49 from the ASCII value of the character passed, in order to convert a letter and an ASCII numeral respectively to an index for accessing the **sheet** array. **String_to_number** is a primitive version of a function supplied as standard with C, called **atof**, obtained by including **std.lib**. It's written here to demonstrate the sort of processing you'll have to do to strings in your own programs. Study it to see how each character of a string is taken in turn to help re-create the floating point value it represents.

That's all there is to it. If you want to learn all about programming your Amiga, look no further than the monthly columns in *Amiga Shopper*. AS

JARGON BUSTING

Array – several variables grouped together under the same name and accessed individually by a numerical index.
Character – a variable that holds a single alpha-numerical character.
Compile – to translate a program written in a language such as C into a form the Amiga can interpret, known as machine language.
Pointer – a variable type that holds the storage address in memory of another variable.
String – an array of character variables.

```
  /* the first character in a formula is an equals sign, and can be
ignored. The next two represent the coordinates of one cell, the next
the mathematical operator to be used, and the final two the coordinates
of another cell. First job is to get these elements and store them in
the following variables */
  int row1,row2,column1,column2;
  char operator;
  /* now define three floats - two to hold the operands, and one to
hold the result of the operation */
  float operand1,operand2,result;
  /* get addresses of cells of interest */
  row1=find_row(cell_contents[1]);
  column1=find_column(cell_contents[2]);
  operator=cell_contents[3];
  row2=find_row(cell_contents[4]);
  column2=find_column(cell_contents[5]);
  /* now get numerical values stored in those cells */
  operand1=string_to_number(sheet[row1][column1]);
  operand2=string_to_number(sheet[row2][column2]);
  /* now to evaluate result, depending on the value of operator */
  switch (operator) {
   case '+': result=operand1+operand2;
    break;
   case '-': result=operand1-operand2;
    break;
   case '*': result=operand1*operand2;
    break;
   case '/': result=operand1/operand2;
    break;
   default:
/* No need for anything here, since this part of the program should
never be executed */
    break;
  }
  return result;
}
int find_row(char row)
{
  /* convert from a letter between A and O to a number between 0 and
15, which is done by subtracting 65 from its ASCII code */
  return row-65;
}
int find_column(char column)
{
  /* convert to a number between 0 and 6 by subtracting 49 (the ASCII
code for '1') from the letter's ASCII value */
  return column-49;
}
float string_to_number(char *string)
{
  /* convert a string into a floating point number */
  float result, divisor;
  int position;
  int sign=1; /* sign is 1 if the number is positive, -1 if it is
negative */
  if (string==NULL) return 0.0;
  for (position=0;string[position]==' ';position++)
   ; /* skip leading white space */
  if (string[position]=='-') {
   sign=-1; /* turn negative if a minus sign is encountered */
   position++; /* and skip to next character */
  }
  for (result=0.0; string[position]>='0' && string[position]<='9';
position++) /* go through each numeral in turn until we come to a non-
numeric character */
   result=result*10.0+string[position]-48; /* convert the character to
a numerical value, and add it to the result. Before the addition is
performed, result is multiplied by 10, because each successive addition
means that the previous digits have a value ten times greater */
  /* now to process digits after the decimal point, if any */
  if (string[position]=='.')
   for (divisor=10.0;string[++position]>='0' && string[position]<='9';
divisor *= 10.0)
    result=result+((string[position]-48)/divisor);
  result=result*sign;
  return result;
}
void flush_input()
/* Throws away unwanted characters in the input buffer, retrieved by
scanf - stops when it reaches the end of the line */
{
  char c;
  while ((c=getchar())!='\n')
  ;
}
```

The best of public domain

Six pages every month in Amiga Shopper are devoted to telling you about the top serious PD releases, and giving the most comprehensive listing of PD libraries anywhere. You'll find all sorts of useful programs – from tools to full blown applications, all for nothing or a small shareware fee. Here's a selection of the best of all time.

POWER TEXT

Source: Deja Vu Licenseware

Power Text, by Gary Stimson, is a most impressive word processor. It is written in compiled AMOS, and has all the features that most people will want.

Unlike many word processors these days, *Power Text* doesn't provide a "what you see is what you get" display on the screen. Instead, the text is displayed with no justification, style or whatever. The big advantage of this is speed.

To format a document – define that paragraphs are justified, words are bold italic and so on – you hit the Escape key and then enter a short word, known as an embedded command. Until you can remember them all, it's a good idea to print out the manual and leave it open at the relevant page. The program sends output to the standard PRT: port, so you'll need the correct printer driver set up in your Workbench Preferences. You can embed printer control codes in a document, so you can access your particular printer's special features.

It's the extras that really make *Power Text* an outstanding offering. For starters, it copes with things like headers and footers with ease. It can mail merge with a standard ASCII file. It automatically sizes its screen for PAL or NTSC Amigas. It has an auto-save feature. One really neat feature is the "double-sided printing" option. When this is selected, odd-numbered pages are printed first, then you are prompted to turn over your paper and the even-numbered pages are outputted.

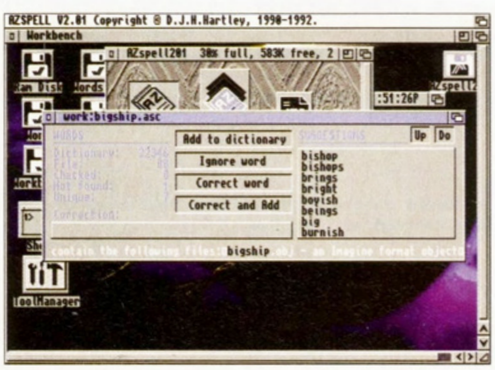
Moving about the document is easy: as well as cursor keys, a scroll bar on the right-hand side of the screen displays your current position in the file, and the mouse can be used to move the "thumbwheel" to a new point.

There is a built-in spelling checker with the program, as well as a word-count facility. Both work fast, and the spelling checker displays three lines of text whenever a suspect word is discovered – so you can see the context that it's used in. You can add words to the dictionary, and the program can suggest alternatives to any misspelt word.

Function keys can have strings assigned to them, and these can be saved and loaded. The Find command works forwards or backwards through the program, with optional case sensitivity.

Power Text really is a remarkably powerful, fast and well thought-out piece of software. I strongly suggest that you check it out before you spend 30 or 40 times as much on a "commercial" offering. Its elegance and range of features must be seen to be believed. Get it now!

Rating: 93%



If your wordprocessor doesn't have a spelling checker, use AZSpell to check your documents.

AZSPELL

Source: Digitz, Disk Util 277

AZSpell is a freely distributable spelling checker. It is supplied with a ready-created 12,000-word dictionary, but you can build up your own.

To run the program from any disk other than a dedicated floppy requires that you assign the logical device "AZSpell:" to the drawer which contains the program. It's a good idea to run the spelling checker from the RAM disk if you've got enough memory installed; it's much faster.

Double-clicking on the program's icon produces a simple requester which asks you for the name of the file to be checked. Then a window appears with the text from the file running along the bottom. If an unknown word is found, the text stops, the word is highlighted and a selection of suggestions is produced. You can then either ignore the word, correct it or add it to the dictionary. You quickly get the hang of what to do (the instruction file provided is perfectly adequate), and the fact that you see the misspelled word in context is very helpful.

I do have one complaint with *AZSpell*: the way it handles punctuation, in particular single quote marks, can be annoying. If you have, say, the phrase 'And so to bed', surrounded by single quotes, the spelling checker will query the word bed'. You can, of course, tell the program to ignore it – or even add it to the dictionary – but I would have preferred some option to ignore quote marks.

Once you have checked a file, you can run the extra program *AZMerge* to add your new words to the main dictionary. And that's it; an easy-to-use, efficient program which can be thoroughly recommended to anyone whose current word processor doesn't include a spelling checker.

Rating: 81%

MAGNETIC PAGES

Source: PD Soft, Disk V688

Magnetic Pages, by New Zealander Mark Gladding, is a set of three programs which enable you to create and display your own disk magazine. Text and graphics can be combined on a page, you can set up icons which enable the user to branch to other parts of the magazine, and sound and music can be played at any time – specific music or sounds when icons are pressed, or an overall "theme tune" which continuously plays.

This package, for a shareware fee of just $25, is incredibly easy to use and produces a really professional-looking end product. It is made up of three sections: Editor, Organiser and Displayer.

The Editor is the program where pages and articles are created. Text and graphics boxes can be created, sounds and music incorporated and actual text and images imported. There are also little things like control of the colour palette built in – in fact, nothing is missing.

When creating a new text or graphics box, a standard requester appears asking for things like the box's dimensions. You can resize or move the box with no trouble at all. This means that you have the choice of achieving design perfection either by entering numbers into requesters, or by moving things with the mouse and trusting your eye.

Once you've designed and saved all your articles, you move on to the Organiser, where you define the relationship between all the different articles – that is, which is the "parent" for each article. This is the page that the reader will be taken to if they hit the "contents" button when reading the magazine.The demonstration version of the program supplied doesn't actually allow you to save the Organiser file, so until you've registered you won't be able to create full magazines.

The Displayer is the part that you will ship with every disk magazine that you create.

To demonstrate the power of *Magnetic Pages*, a sample magazine is supplied. This includes text, graphics, sound effects and animations. Personally, I was stunned at how good and easy to use the whole thing is.

Broadly, its features are as follows:

- 8 or 16-colour screens, on which text and graphics can be mixed.

- An all-graphics page can be defined, where any IFF picture in any screen mode can be displayed.
- The reader can branch to different articles in the magazine by clicking on icons.
- Digitised sound and MED or SoundTracker music is supported. This can be played when the reader first enters a page, or when an icon is clicked.
- Many text styles such as bold, italics, underline and so on are supported, as is coloured text.
- Page colour, box colour, shadows and borders are user-definable.
- Boxes can contain several frames of animation.
- *PowerPacker* is supported, meaning articles can be compressed so more can be fitted on a disk.
- Articles can be printed, saved as text or saved as IFF files by the reader.
- Text searches can be performed by the reader. The search can be on the current page, current article, group of articles or the whole magazine.
- PAL and NTSC standards are both catered for.

Rating:98%

DESKTOP VIDEO PACK 2

Source: Anglia PD

Anglia Public Domain produce a number of "packages" of targeted PD, aimed at putting as many relevant and related PD programs on to a set of disks as possible. *Desktop Video Pack 2* is a collection of four disks for just £3.96, which works out at the standard Anglia price of 99p per disk.

You can get a printed manual for a further £2.99 – and it's well worth the extra. There are 50 pages of small-print text, starting with an introduction to the pack as a whole and moving on to the "readme" files for each of the main programs. And main programs galore are provided on the four disks: 12 are detailed in the manual, and some of these are collections of three or four small utilities. The 12 in the collection are:

- *SMovie* – a general purpose video titler.
- *QED* – a text editor for creating titles etc.
- *Virus Checker* – for peace of mind.
- *ShoWiz* – a slideshow program, which can also incorporate text and sound.
- *SportsText* – a video titler which quickly enables you to display 100 or so different pre-defined titles, which is particularly useful for on-the-fly titling of sports events and suchlike.
- *TV Graphics* – clip art that is likely to be useful in the video environment.
- *The Introducer* – used to create scrolling demos. Just give it an IFF picture, a sound file, and the text you want to appear, and the program does the rest.
- *VTOT* – Video Tools On Tap is a test pattern generator.
- *ShadowMaker* – a font shadow generator, which converts fonts into colour fonts with anti-aliaising and shadows built in.
- *InTime* – overlays a rough time code on to videotape – it only counts in seconds, not frames.
- *Video Librarian* – a database for keeping track of your video collection.
- A-Graph – draws bar, line, area and pie charts.

If you use your Amiga for any sort of video work, I'd say that you can't really do without this collection. Congratulations to Anglia on a well-executed idea.

Rating: 94%

EASYCALC

Source: Roberta Smith DTP, Disk BU108

EasyCalc is just about the best shareware spreadsheet I've seen running on the Amiga. It's written by Andrew Woods and costs £15. Registration entitles you to a copy of the most up-to-date version of the program, free upgrades, a telephone hotline for problems, and support for something called "Dreamlink", which will enable plug-in modules to be added.

Once you've launched it, you'll be amazed at how easy *EasyCalc* is to use. If you're used to spreadsheets on platforms like Windows or the Mac you'll have no trouble getting to grips with it. You enter data and formulae by just typing them in – a formula starts with an "=" sign. Typing in text will automatically place that text in the cell – there's no need to signify that it's text with a quote mark or any other irritating protocol.

You can alter the size of columns either for one column or for the whole of the spreadsheet. There's a small "toolbar" above the spreadsheet area which enables you to select typestyle – bold, italic, underline or plain – and alignment – left, right or centre – without the trouble of having to go to a menu, and there are also buttons for Load, Save and Print. You can "lock" a cell so that its contents can't be changed, and you can also select the number of decimal places that are displayed.

Inserting rows and columns is no problem, and all formulae cell references are retained – you don't have to go through altering them all to take a new column into account. If you copy a formula and paste it into another location, the cell references are automatically adjusted. This is called "relative" cell referencing; if you want "absolute" references to be copied and pasted, you can have that, too.

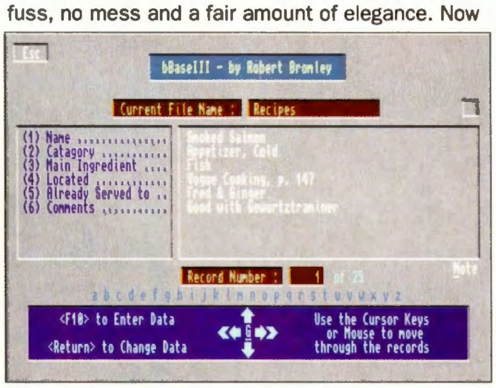
The only real problem I found was that I couldn't get numbers to centre or left-align – they insisted on sitting at the right of the column. Even with that complaint, though, this really is an excellent program. It's nice to see programmers deciding that their shareware should compete on equal terms with full commercial programs. You should certainly check *EasyCalc* out if you're considering splashing out on a commercial package – you may well find that this does the job perfectly well.

Rating: 92%

BBASE III

Source: Fish Disk 860

A long time ago I enthused about *bBase II*, a database program that actually did the job with no fuss, no mess and a fair amount of elegance. Now



BBase III is one of the best PD databases available – it's easy to use and powerful.

that the program has been updated to version III, it has become shareware and has had a vast number of extra features added.

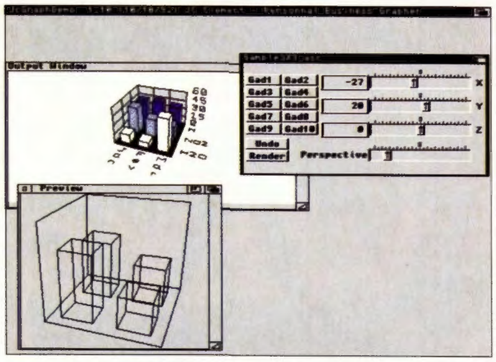
The program on Fish disk 860 is a demo version – it can read databases of up to 600 records and save only up to 30 records. However, other than that it has no restrictions – so you can start to create your database while waiting for your shareware fee to be processed.

The program's most annoying shortcoming is that you can only have a maximum of nine fields per record. However, you can also choose to have a "notes" field, where you can store up to 16 lines of extra text for each record – so suddenly the field limitation isn't so bad. The database is limited to a maximum of 1,250 records or a file size of 310K, whichever comes first.

There are no real layout options either, but again this isn't too bad – *bBase III* isn't really designed to be a graphical animal, it's there simply to hold your data. On the other hand, there's a "tag records" feature, the ability to sort on any field, a fast search and many other options which make this a program well work checking out. You can even encrypt a file so that users without the correct password can't access it.

If you're after a database with not too much in the way of graphical frills but is powerful and easy to use, *bBase III* may be the one for you.

Rating: 91%



JCGraph is a brilliant 3D graph plotter that can produce images from ASCII data files.

JCGRAPH

Source: Fish Disk 760

In *JcGraph*, Jeane-Cristophe Clement has created a powerful business graph creation package that saves its images in a variety of formats, including EPS, IFF ILBM, Geo 3D and AegisDraw 2000.

The program takes data from a plain ASCII text file and creates 2D and 3D graphs in formats such as pie charts, line, bar and stack charts and so on. The resulting graphs can be rotated about all three axes, and the perspective can be changed. It doesn't provide for titling or graduated backgrounds, but these can be added in other drawing packages afterwards.

The package is shareware, and costs $47 Canadian. The demo version on Fish disk 760 is restricted in that it limits data to 3 by 3 values, and will not save the graphs. It works on an interlaced, NTSC-sized screen, so you really need a monitor to use the program.

When you've loaded a graph type (plenty are available) and some data, you will have three windows on screen: a preview window, a line-image of the graph and a data entry window from which you can select rotation and perspective parameters. This can be done either by typing in values, or by moving the slider gadgets – as you do this, the line drawing of the graph moves, so you can see exactly what it will look like.

This really is a powerful program. To anyone who needs to produce business graphics on their Amiga, $47 is a small price to pay.

Rating: 92%

This is just a sample of the kind of seriously useful programs being released all the time on to the Amiga public domain and shareware scene. If you want to learn about the latest and best of them, and exactly where you can get them, then you want *Amiga Shopper*. AS

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• PS Oh, and if you do have any problems getting hold of Britain's best-selling serious Amiga magazine, call Kate Elston on 0225 442244 and she'll help you out.





Epson Scanners

The GT-6500 and GT-8000 24-bit colour flatbed scanners from Epson scan up to A4 in size, with output resolutions of up to 1200DPI on the GT-6500 and 1600DPI on the GT-8000 in 16.7 million colours, greyscale or line art. The scanners include either PowerScan or Image FX scanning software. An optional automatic document feeder is available.

Epson GT-6500 PowerScan	**£599**
Epson GT-6500 Image FX	**£689**
Epson GT-8000 PowerScan	**£849**
Epson GT-8000 Image FX	**£929**
Document Feeder	**£399**



PowerScan 4

Completely re-designed powerful user interface, produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 18-bit scanner, add text to scans, available with mono or colour scanner. A1200/600 version available soon.

PowerScan 4 (Mono)	**£119**
PowerScan 4 (Colour)	**£239**
PowerScan 4 inc. OCR	**£159**
PowerScan 4 upgrade interface	**£50**
PowerScan 4 upgrade software	**£20**
OCR Full version	**£49**



Epson LQ-150

The LQ-150 is a fast, quiet 24-pin colour dot matrix printer. With draft printing speeds of up to 216 cps and high quality colour text and graphics output. The LQ-150 has a built-in 50 sheet paper cassette with automatic paper feed, and an optional tractor unit for use with continuous and multi-part stationery.

Operating either flat or flipped on its back - to save desk space - the LQ-150 incorporates Epson's ESC/P and ESP/P2 printer languages, ensuring compatibility with most popular software packages. It also comes supplied with Windows printer driver for use on your IBM as well.



Optional tractor unit

Epson LQ-150

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On the SERIOUS SIDE



GREETINGS! It is that time of the magazine again. The time when we invite you to lay down your joysticks and consider doing something useful with your computer. This month we kick off with a feature on how to install software on to your hard-drive (if you are lucky enough to have one) and then we are into the reviews proper.

There is quite an amazing selection this month, from the best value accelerator for the A1200 we have ever seen, through the graphically wonderful *Distant Suns* which is responsible for the nice graphic on this page, through to a software/hardware combination which can actually help you to keep fit.

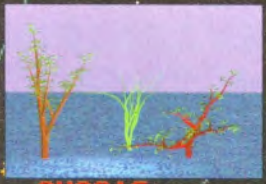
There is quite a big CD presence in the mag this month. Commodore may have launched CD for the A1200, but we look at a CD controller for any Zorro-compatible Amiga and a rather cunning device which allows Amiga owners to use their Amiga CD³²s as a CD-ROM drive. We know that you are just as keen on CD-ROM technology as we are, and I really can't wait to see the first serious applications software for the Amiga on CD. As usual, the reviews are followed by PD, Workbench and some great tutorials.

So as you can see, we have, as always, a whole collection of authoritative information for you, to keep you going for another month. Remember, only people who know how the Amiga works and why people use it are allowed to put fingers to the keyboard for us. But, if you think we've got it wrong, write in and let me know at the editorial address. *Nick Veitch*

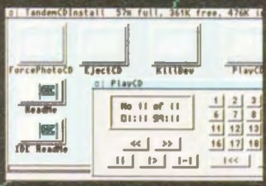
REVIEWS



The Power scanner is out of this world.



Vertex can create some pretty stunning models.



Access CD with the low-cost Tandem controller card.



JEFF WALKER

This month, micro-powered Mr Walker asks if high-end Amiga users are expected to pay too much.

AN ACE IN THE PACK?

If I could convince my boss to pay for me to travel to the ACE (Amiga Centre of Excellence) in Pentrefoelas in North Wales, or to the one in Drury Lane in London, what am I going to learn? That the Amiga is better than a PC? Better than a Mac?

My boss doesn't give a toss about better. He wants to know if it will run *Word for Windows*. Not because it is the best word processor there is, but because it is the only one he has ever heard of.

I tell him yes, probably, but the hardware and software required to emulate a 486 is not 100 per cent foolproof and will cost extra. And anyway, I stupidly blurt out, if he wants us to run *Word for Windows* he would be better off buying some PCs.

Oh bugger! That's torn it. He's latched straight on to that statement and exclaims astonishment that *Word for Windows* is not available for the Amiga. Now he wants to know if there's an Amiga word processor that's just as good.

I remind him that the main thing we want to use computers for is all kinds of graphics, video, multimedia, and publishing and that a word processor is just one small link in the chain. I remind him that the Amiga is famed for graphics excellence.

How much? Keeping a level voice I inform him that every bare workstation – computer, monitor, large hard drive and enough memory – is going to cost about £2,000. He laughs at me.

He's now convinced that my trip was wasted. It really doesn't matter that the Amiga is better, he says that millions of other people are proving every day that it (whatever 'it' is) can be done on another computer that doesn't appear to cost anywhere near as much as the Amiga.

The bottom line is almost always money with my boss. And the Amiga, whether or not the new Amiga Centres of Excellence can prove their case for superiority, is too damn expensive.

Look at the price of the new A4000 Tower. £2,000? Without hard drive? Without monitor? Who is going to buy it? Why would anyone want to buy it? The only reason I can think of, apart from the obvious desk-space reclaimed, is to have more Zorro-III slots. But £2,000? I desperately need the desk space, but I'm off down the road instead to buy a £300 desk that has a shelf underneath it.

Never mind the Tower, look at the price of the A4000 in general. Any fool can see that it is way too expensive. I'm sure Commodore are telling the truth when they say that overheads mean that the A4000 has to be the price it is, but that does not change the fact that it is still too expensive.

Add a monitor in with the price and we're getting close to reasonable. Add at least 4Mb of memory in with the price and we're getting close to competitive. Add a 240Mb hard drive in with the price and we've got a machine that is difficult to resist. But Commodore say it cannot be done.

I say it must be done. ACE will not save the high-end Amiga computer from oblivion. Neither will the ever-present promise of something better (and even more expensive) to come. But perhaps Commodore are no longer interested in the high-end Amiga. Perhaps Commodore are happy to remain a company that produces the best games machines. Perhaps Commodore are worrying about what other companies may be doing to upstage the CD³². Perhaps, like my boss, Commodore doesn't give a toss and is only interested in money.

THESE OPINIONS ARE NOT NECESSARILY THOSE OF AMIGA FORMAT

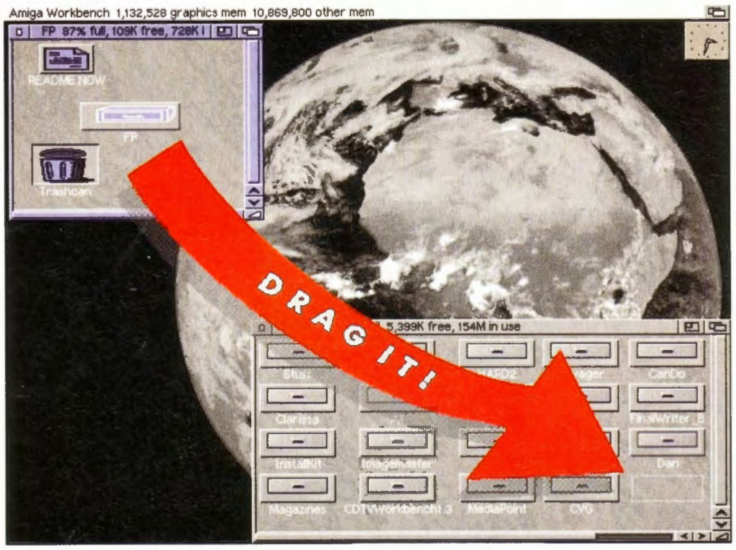
GET IT ON

Getting all your software on to a nice new hard disk might not be quite as easy as you think. John Kennedy guides you around some potential pitfalls.

MOST NEW COMMERCIAL computer software comes with an extremely effective click-and-go hard drive installation option. Once you have answered a few questions all you have to do is keep feeding in the floppies until everything is finished. It sounds easy and it is.

Unfortunately, there are times when life isn't this simple, because you don't have access to an idiot-proof installer, especially if your software is a few years old or if it came from the Public Domain.

In a lot of cases you can simply drag the icon across from the floppy disk to the hard drive and run it. In fact, with versions of Workbench 2.0 and above you can even drag the floppy icon itself, and it will be automatically turned into a drawer. This technique is fine if the software is totally self-contained, and it doesn't require any extra external files, but you won't be this lucky all the time.



Some programs can be installed simply by dragging the drawer icon they are in to the exact location on the hard drive. Note that the out-of-this-world Workbench backdrop pattern is completely optional.

WHAT IF THE SUPPLIED SCRIPT FAILS?

It is common to find some software supplied with its own installation routines which is usually an *AmigaDOS* script. Sometimes this works fine, but occasionally things go wrong. A frequent cause of errors is the assumption that a hard drive has a certain name, which isn't always the case. To check what your hard drive is called, open a Shell and enter:

```
info [return]
```

Under the column marked Unit you should see a list of devices, which includes your floppy drive(s), your RAM disk and your hard drive. Most hard drives exist as two or more partitions with names such as HD0: and HD1:. To help you organise your data, the drives are partitioned into two parts to give the impression of two separate drives.

When you run the hard drive installation script, if you get an error message such as No Drive HD1:, it is probably because you don't actually have a hard drive called HD1:. Your drive might actually be called DH1: instead. It is important that you don't get confused by the names. A single drive can have two names: its physical name (the HD0: or DH1:) and its logical name (Workbench,Brian_the_Disk, or Work). There are two ways to solve this naming problem. The first solution is to rename your hard drive using the



HDToolbox program, but this can lead to other problems. You might be tempted to alter the partition size at the same time (and so delete all existing data) or perform a Low Level Format for the hell of it (and so permanently destroy your hard drive).

The second solution is much more clever, but requires another bash at the Shell. Open it up and type:

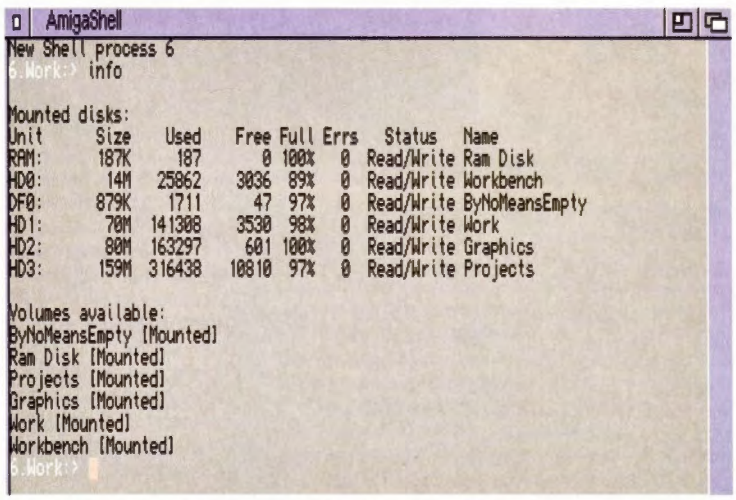
```
Assign DH0: HD0:
```

This creates a logical name (HD0:) which just happens to point to the original drive (DH0:). If you click on Retry in the Error requester the script should be able to make another attempt and this time get it right.

Obviously you will have to change the names to suit your particular set up. Check what your drives are really called by using the Info Shell command as shown in the previous example.

WHAT IF THERE ISN'T A SCRIPT?

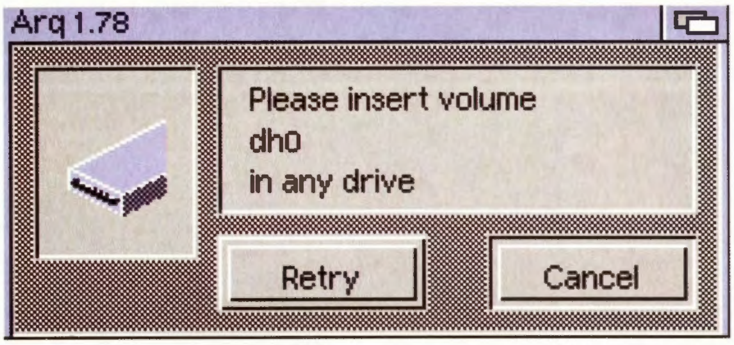
If there isn't a special installation script, and dragging the icon from the floppy to the hard disk doesn't seem to work, it could be because the program needs some files which are present on the floppy, but not on the hard


```
AmigaShell
New Shell process 6
6.Work:> info

Mounted disks:
Unit    Size    Used   Free Full Errs  Status     Name
RAM:    187K     187      0 100%   0  Read/Write Ram Disk
HD0:     14M   25862   3036  89%   0  Read/Write Workbench
DF0:    879K    1711     47  97%   0  Read/Write ByNoMeansEmpty
HD1:     70M  141308   3530  98%   0  Read/Write Work
HD2:     80M  163297    601 100%   0  Read/Write Graphics
HD3:    159M  316438  10810  97%   0  Read/Write Projects

Volumes available:
ByNoMeansEmpty [Mounted]
Ram Disk [Mounted]
Projects [Mounted]
Graphics [Mounted]
Work [Mounted]
Workbench [Mounted]
6.Work:>
```

Here is the list of devices connected with this Amiga. Although there might appear to be four separate hard drives (HD0:, HD1:, HD2: and HD3:) there are actually only two, but they have both been partitioned into two logical drives.



This is a common sight, because a programmer assumed you would label your hard drive in the same way he labelled his. Big mistake. By the way, the nice requesters are courtesy of the Public Domain program *ARQ*.

drive. Typically, a program might want to make use of a code library, some special fonts, or a unique *AmigaDOS* device. These sound fearsomely complicated, but they simply require a bit of Shell'ing to sort out.

An error message along the lines of: Can't Open Plopsoft.library, or: Error Opening Plop Font, is a dead giveaway, but some other programs simply flash the screen and disappear. The first thing to check is that you have copied all the files from the floppy to the hard drive, so use ShowAll Files from the Workbench menu. If some extra files appear, such as PlopSoft.dat, copy them across and try again.

You should see icons for the C, Libs and the other directories appearing, but there is no need to drag these over all at once. Indeed, this might not even work. Instead, open the Shell and get a directory listing of the floppy drive's library drawer. This is easy to do - simply type:

```
dir df0:libs
```

at the Shell. Now look at the library drawer on the hard drive in the same way:

```
dir libs:
```

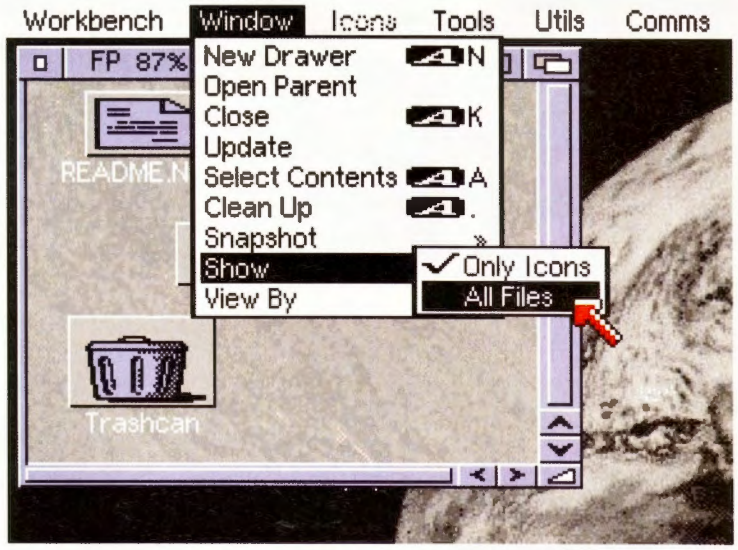
If you have booted from the hard drive, Libs: will be set up to automatically point to the correct drawer. Now check to see if there are any files present in the first listing which aren't there in the second listing. If you find any (for example, the explode.library) copy them across like this:

```
copy df0:libs/explode.library to libs:
```

You should repeat this exercise for the Fonts, Devs and Cdirectories to make sure all the files are present. This blind copying might not appeal to everyone. Sometimes you need to know exactly which file is needed, and in these situations you should rush out to your local Public Domain library and get yourself a copy of *SnoopDos*.

When you run *SnoopDos* it opens a window on the Workbench, and watches what goes on. Every time a program tries to open a library or another file, *SnoopDos* displays it. If the process fails, you can be pretty sure that it's being caused by the latest file in the *SnoopDos* display and you can then copy the specific one across.

Sometimes everything appears to be fine until you turn off your Amiga, and restart the installed program. The program may load, but the Amiga displays the error message: Can't Find File So-And-So, or: Please Insert Volume Thingy. The chances are that this problem can be fixed very easily by using an



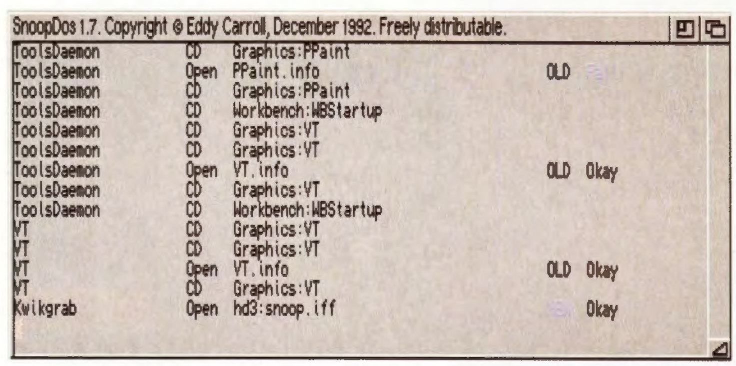
The ShowAll Files option displays all the files in the disk drawer, including those without icons. If you have Workbench 1.3 you can't do this, and will have to resort to opening a Shell and typing: Dir to achieve the same result.

Assign statement. We have already used Assign to create a logical device to fool the installer, but very often a program needs its own logical device to find essential files.

For example, imagine you have a program called *SuperPlop*, which came on a floppy disk called Plop, but when you install *SuperPlop* to the hard drive and run it, you get the error: Please Insert Volume Plop In Any Drive. If you stick the original floppy disk in the drive it works, even though you have copied all the necessary files across. To fix this, edit the s:user-startup file (or s:StartupII on Workbench 1.3) and add the following line:

```
Assign ploppy: DH0:plop/ploppy
```

This assumes you have created a drawer called Plop on your hard drive (which I've assumed is called DH0:) and put the *SuperPlop* program in there. If you get the error message: Can't Cancel Assign, then it's probably because the original floppy is still known to the system. All you have to do in this situation is remove it and try again.



***SnoopDos* at play. The Public Domain program displays what is going on when you load a program. It is useful for installing stubborn software on to hard drives.**

INSTALLATION CHECK LIST

If you think you have copied a program across from a floppy disk to your hard disk but it's not working, check out following:

- A program which appears to load, but only flashes its screen briefly before vanishing is having problems finding the correct resources. It might, for example, be looking for a certain library in the Libs: drawer. Check that the libs drawer on the floppy disk doesn't contain any files missing from your hard drive libs drawer. If there are any, copy them across.
- If a program crashes with a requester stating: Can't Find Such-And-Such, you're lucky – it's only a matter of copying the file from the floppy disk to the hard disk and trying again. You might need to re-set the Amiga before you can try again.
- There are programs which simply cannot be installed on to a hard disk. Games and demos in particular are difficult to copy because many use a custom bootblock on their floppy disks. You can check for this quite easily - if after booting Workbench, you pop the suspect disk into the drive and get an NDOS message, you know you are stumped. Basically, if you can't double-click on the disk and drag icons across there is nothing more you can do.
- Don't blindly replace libraries - always check you are using the most up-to-date version you have. You can check on the version number by opening a Shell and entering:

```
version <libraryname>library.
```

Make sure that you only copy files with a higher version number over older programs, and remember that you need to reset your Amiga before the new libraries come into effect.

- Some programs come on several floppy disks. You might to create an Assign for each disk in the startup-sequence.

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All the above tests were performed using SysInfo Version 3.18

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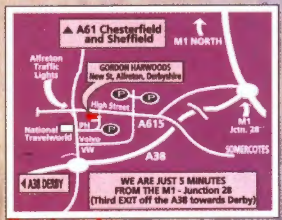
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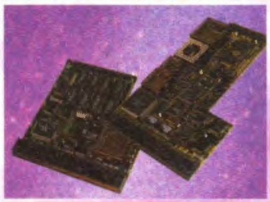


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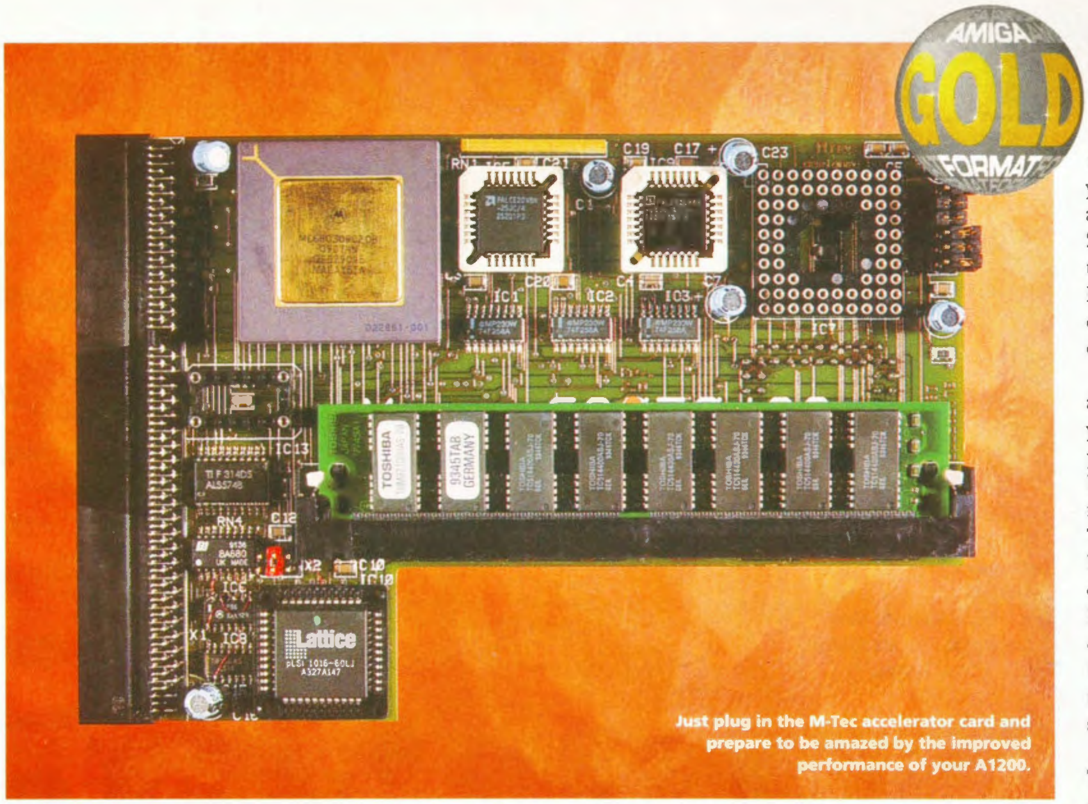
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Just plug in the M-Tec accelerator card and prepare to be amazed by the improved performance of your A1200.

M-TEC T1230/28

John Kennedy, who recently spent a fair amount of money on an A4000/30 discovers that the new M-Tec accelerator card can give his A1200 the speed and power of the big box Amiga, and more.

THE DIFFERENCE THAT fitting a new card into the A1200's trapdoor can make is staggering. Although the standard 68020 processor in the A1200 was considered quite butch a year or so ago, it's now starting to show its age. It's roughly equivalent to a PC with a 286 processor, and if that means anything to you, you'll know it's not quite the bee's knees. As a result, an unexpanded A1200 can crawl a bit – especially with the dawn of new era of page publishing software.

Adding extra Fast RAM usually makes a huge improvement, but for best results you really need to add a new and faster processor. This is quite straightforward; but the fact that there is only one trapdoor means that it is essential to get it right first. The main problem up to now has only been one of economics, because the options are not cheap. Both the GVP and Microbotics cards are pricy, and when the cost of a decent 4Mb SIMM (Single In-line Memory Module) is included – essential to take full advantage of the processor's speed – it all starts to be prohibitive.

The German company M-Tec have decided to cut out the extras, and offer a budget 68030 card at a sensible price. The replacement CPU chips aren't clocked at staggering speeds (28MHz), but neither do they cost the earth. Also missing is a battery-backed clock (so what?) and you can't replace the trapdoor lid. Perhaps with a bit of judicious pruning the lid could be coaxed back into place, but unless you move your Amiga around a lot, this shouldn't be a problem.

Fitting the card is simple, the hardest part for me was trying to replace a small circuit jumper which accidentally dropped off a set of unknown pins. I got it right with my second guess, and when I flicked the power switch the benefits were noticeable immediately.

The A1200 has a processor-driven hard drive IDE interface as standard, which means the faster the processor, the faster the drive works. With the M-Tec card in

PROCESSORS BY NUMBERS

All of the processors used in the various models of Amiga are manufactured by Motorola, and are members of the 680x0 family. The first Amigas used the 68000 processor, but from the A1200 onwards the more modern 68020 has become the entry level device.

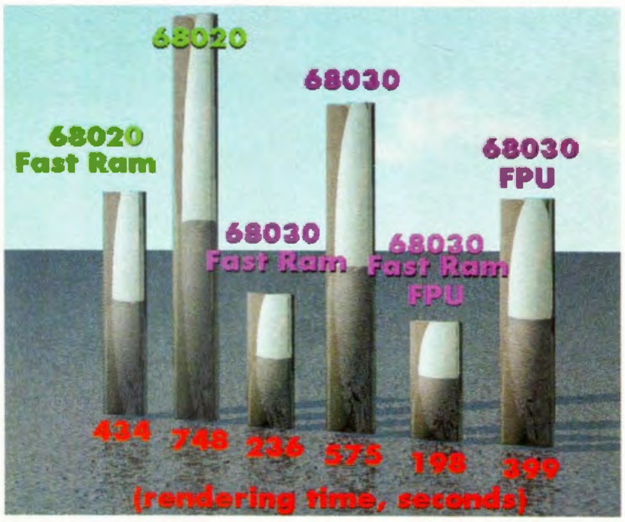
The 68020 is better than the 68000 for several reasons – it's a proper 32-bit processor, it runs faster, it can be clocked faster, and it can support an FPU – but the 68030 is even more powerful. It has all the benefits of the 68020 plus a few more besides with larger speed-up caches, several more instructions and more power.

The 68030 is available in an economy or EC version, which comes without a memory management unit (MMU). The original A4000/030 came with an 68030EC as standard, clocked at 25MHz.

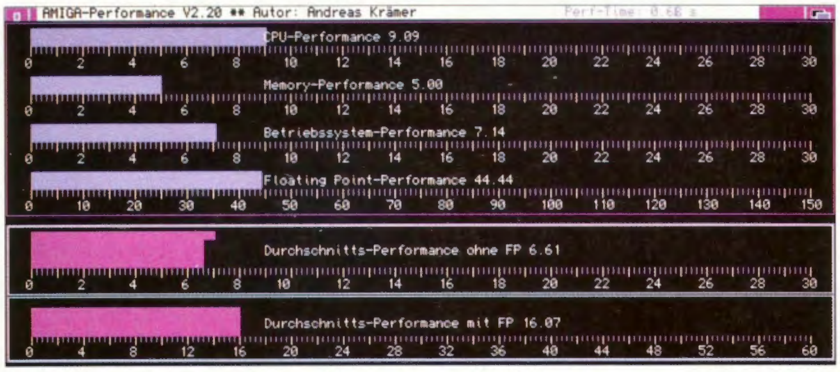
The M-Tec card uses a full MMU-enabled 68030, which opens up some useful options for power users. For starters, programs such a *Gigamem* need an MMU to provide virtual memory, a technique which enables hard disk space to be used as system memory, and 4Mb of hard drive is a lot cheaper than a 4Mb SIMM.

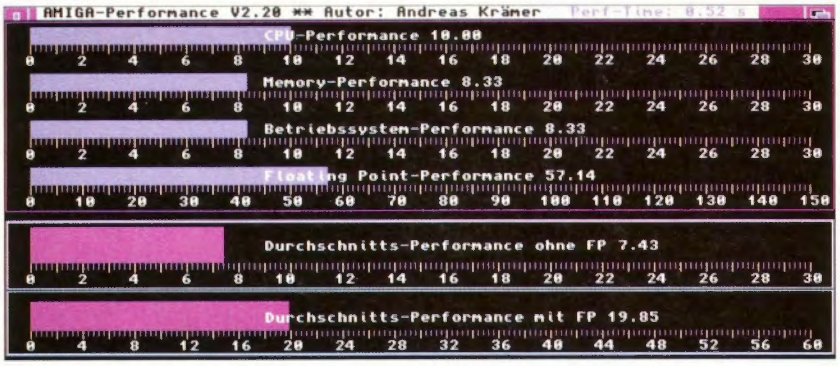
Virtual memory is incredibly useful if you use a lot of 24-bit pictures – in fact, rumour has it that *Gigamem* was written especially for *Art Department Pro* users. An MMU is also essential for serious software development. With a program called *Enforcer*, the MMU can be used to 'fence in' a test program, to make sure it doesn't try to overwrite other areas of memory.

Finally, the MMU can be used to re-map the Amiga's ROM-based Operating System into RAM. Because the extra 32-bit Fast RAM works faster that ROM, this produces a slight increase in speed.



This graph attempts to indicate how much of a difference the M-Tec card makes to 3D image rendering speeds. The 68020 figures are for a standard 68020-based Amiga both with and without extra Fast memory; the 68030 values were all produced using the M-Tec card, with and without the extra Fast memory and FPU. An important feature is the difference that adding Fast memory makes – it's more important than adding an FPU.





The supplied testing software put to work on the beefed up A1200 (bottom) and the standard A4000/030 (top). Unfortunately these results aren't wholly accurate because the image grabbing process itself took some processor time, but the fact that the M-Tec card runs faster than the A4000 should be evident.

place, it took less than half the usual time for the Workbench to load from my sluggish Seagate hard drive and checks showed that the drive was working extremely quickly: a very nice bonus.

This little card had improved the speed of the A1200 to the extent that it now runs faster than my rather expensive A4000/030 dream machine! The extra memory means that intensive programs have some more room to breath (I've decided that 6Mb of RAM is a good minimum) and the extra processing power gives the A1200 some real welly.

If you use 3D programs, such as *Imagine* or *Real 3D*, you will definitely notice an increase in rendering times, and games such as *Frontier* seem like new.

At this price, the M-Tec card is a bargain. You want the speed of an A4000? No problem – buy an M-Tec today.

WHAT'S THE POINT?

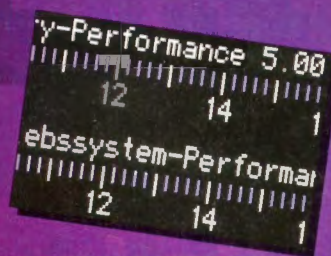
Like most cards for the A1200, the M-Tec T1230 has a socket for a maths co-processor, also known as a Floating Point Unit, or FPU. All an FPU does is sums – but it can do them extremely quickly. Even more quickly than Carol Voorderman on *Countdown*, who by the way, has an IQ of 167.

A standard 68020/68030 doesn't understand much in the way of arithmetic beyond simple addition and subtraction, therefore for really tricky sums, the Amiga needs to use special library routines.

These routines are really programs in their own right, which means they take time to execute. On the other hand, the FPU is built to do sums, and so if a program is designed to take advantage of an FPU, it works more quickly when one is present.

FPU chips are available in different speeds and work independently of the speed of the main processor. However, if an FPU is clocked faster than the main processor, the slight performance increase means that the money you have spent is hard to justify.

M-TEC T1230/28



DESCRIPTION
68030 accelerator card for the A1200

MANUFACTURER
M-Tec

DISTRIBUTOR
Power Computing 0234 273000

PRICE
£159 with no RAM
£319 with 4Mb of RAM

RELEASE
Out now

SPEED ●●●●
Extra memory speeds up the A1200, but a 68030 really pushes it. This card isn't the fastest, but it's still fast.

MANUAL ●
A photocopied diagram in German does not constitute a manual. This is bound to change, but all you need to do is plug it in, so you can't go wrong.

ACCESSIBILITY ●●●●
I'd prefer to be able to take the card out every once in a while so I can learn to appreciate it better.

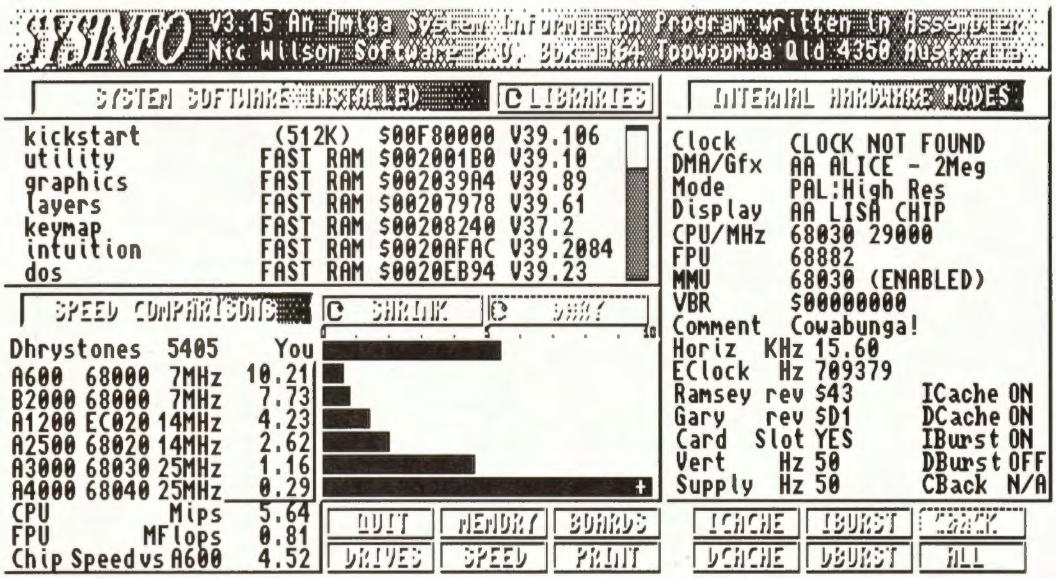
FEATURES ●●●
No clock, so expansion and only one SIMM socket. Cheap and cheerful.

VALUE ●●●●●
The M-Tec's excellent price makes it a serious alternative to memory-only expansions.

VERDICT

"Every A1200 needs some extra memory in order to unleash its true potential. Add one of these cards and you will create an A4000-beating monster machine."

90%



Here's a pretty good benchmark – the *SysInfo* program. Run a copy of this freely distributable program on your Amiga and compare the results. If it makes you feel any better, my A4000/030 'only' returned 4.48 Mips (millions of instructions per second) and 0.72 Flops (millions of floating point operations per second).



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NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING
At the press of a key now you can view the Machine Stotus, including Fast Ram, Chip Ram,RomDisk, Drive Status, etc.

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Now you can manipulote and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

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With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most trock player programs. Works with loads of programs!!

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NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
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NEW **SET MAP**
Allows you to Load/Save/Edit a Keymap.

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Now you have a slection of DOS commans available at all times - DIR, FORMAT., COPY, DEVICE,etc.

NEW **FILE REQUESTER**
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PLUS IMPROVED DEBUGGER COMMANDS
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NEW **BOOT SELECTOR**
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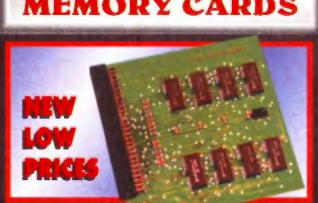
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- Calculator
- Help command
- Full search feature
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REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

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Remember critical Mass!?
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Bombclear and Killer Tomatoes!?
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+2923 (AB) CHARLEY CAT 6
"Charley's at the Flix!"
+2922 (AB) CHARLEY CAT 2
"Down at the Sea!"
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+3034 F1 SOURCE
Loads of Amos Source Code!
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More objects for Imagine use
+3021 GAME HELP DISK
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+3012 VOCALS #4
+3011 VOCALS #3
+3010 VOCALS #2
+3009 VOCALS #1
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Well Ambient 600K Music Mod!
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+2941 SUBTLE SHADES
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+2915 A TASTE OF U41A
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+2966 KIDS DISK 3
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Pics and Descs of Toots Loot! AGA
+2909 FRENCH VERB TESTER
Err, test French verbs!
+2886 AZ SPELL V2.02
Wot du ya meen ye can spel?

AGA DEMOS
X3046 (AB) BIT TIME SENSUAL
2 disk AGA extravaganza!
X3016 FAIRLIGHT FULL MOON
Superb. Fairlight do it again
X3015 NOXIOUS
Demo titled "Beyond Belief"
X3014 (ABC) INNESTATION
Present Ray World. Excellent
X2934 VOLCANO AGA
Colours bobs sounds, It's all here!
X2933 (AB) COMPLEX "ORIGIN"
One of the best AGA demos yet!
X2932 SMELLS LIKE CHANEL 5
Excellent production from ARISE
X2930 XANADU - EXPLICIT II
Another worthy AGA presentation
X2929 ABSTRAX PIG BY VIVID
Wierd name,nice demo
X2918 EMPTY HEAD AGA
Good AGA based demo
X2891 TROJAN AGA
Techno Trax II
X2826 PANTA RHEI DEMO
Great AGA demo

AGA SLIDESHOWS
X3004 (AB) SHAD ART SLIDES
Superb hand drawn and traced pictures. Ferrari and misc objects
X2977 M.C ESCHER SLIDES
S. Show of mind bending images!
X2959 JPM'S AGA PICS #5
X2958 JPM'S AGA PICS #4
X2957 JPM'S AGA PICS #3
X2956 JPM'S AGA PICS #2
X2955 JPM'S AGA PICS #1
Most of the images on the above disks are of the Fantasy Art Genre, all in 256 colour, they look superb on AGA machines!
X2931 (AB) SCAN IS LAME
Superb AGA hand drawn pics!
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X2859 BODYSHOP III
You guessed!
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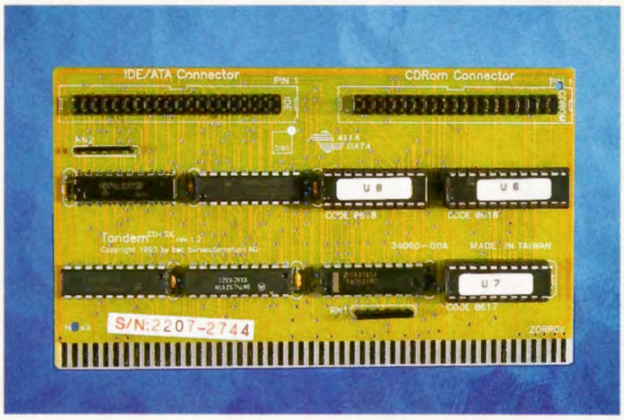
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TANDEM IDE
CD-ROM controller

Big box Amiga owners who can't wait for Commodore to come up with a CD-ROM controller should take a good look at the Tandem, says Richard Baguley.



The Tandem IDE CD-ROM controller helps you get your Amiga connected.

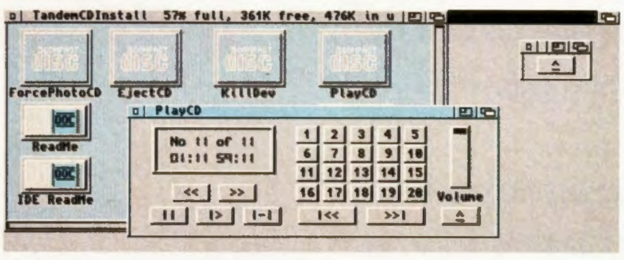
BY NOW YOU will no doubt be itching to get into the wonderful world of CD-ROM. It's definitely the up and coming thing, but Commodore have still not announced any solid plans for a CD-ROM drive for the big box Amigas such as the A3000 and A4000.

Fortunately, German hardware wizards BSC have come up with a solution in the form of the Tandem CD and IDE controller. This is a Zorro II card, so you will need an Amiga with these slots, such as the A2000, A3000 or A4000.

The Tandem is only about a third of the size of a normal Zorro card, which means that it hangs somewhat precariously from the slot, because you cannot fix it to the plates at the rear of the machine. There is a slim chance it could work its way out and touch the card below, but if you put a small piece of plastic between the two cards there should be no problem.

Before you can get anywhere with this card, you are going to need a CD-ROM drive. This controller is designed to work with Mitsumi devices, and BSC don't guarantee that it will work with any other type of drive. Although Mitsumi devices aren't widely advertised in *Amiga Format*, they are available from many dealers who advertise in PC mags such as *PC Plus*.

Included with the controller are several tools, including an audio CDplayer and a disk ejector.



The list price of the drive we tested, the FX001D, is £199, although expect to pay around £176.25 from a dealer. You can also use the Mitsumi LU005, which costs £117 (for both try Phoenix, 0532 350091).

The speed at which data is transferred depends, as you would expect, on the speed of the CD drive, but the controller fully supports double speed drives, so you can expect to get about 300K a second out of a double speed mechanism such as the FX001D. This means that the drive will double the speed at which the disk spins, thus doubling the rate at which the data is read from the CD.

The controller also incorporates an IDE interface, so you can add another hard disk or a removable disk such as the IDE Syquest from Power Computing (0234 843388). The CD-ROM drive and the IDE drive can be used at the same time, and the Syquest achieved a respectable data transfer rate of 1.2Mb per second on this controller. But remember, you can't boot up from the CD-ROM or the IDE drive because this controller only adds devices during the startup sequence.

The controller is also accompanied by a solitary floppy disk, which contains all of the drivers and other items you need to get running. This includes an install program to make sure everything is in the right place on your disk.

Among the utilities are an audio CD player and a program that enables you to load and eject CDs from Workbench by clicking on a button. Although a hard disk isn't vital, it is definitely recommended.

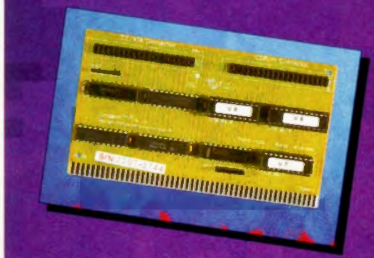
> "The Tandem is only £70 and the combination of this with the comparatively cheap CD-ROM drive make it a real alternative to a SCSI CD-ROM drive."

At the moment, the driver does not support multi-session CDs, but BSC have promised this as a free upgrade in the near future. This will really only be useful for Photo CDs which have had more than one set of pictures put on to them, so it's no great problem.

The only really depressing aspect of this interface is the fact that you get a PC-compatible interface bundled with the drive, which is completely useless for Amiga users. However, it does make a nice piece of abstract sculpture if you jump up and down on it a few times.

The Tandem is only £70, and the combination of this and a comparatively cheap CD-ROM drive make it a real alternative to a SCSI CD-ROM drive. It might also find a place in your set up if your SCSI bus is full, or if you want to add another hard disk to your A4000, but already have two fitted.

TANDEM IDE



DESCRIPTION
CD-ROM controller/CD-ROM drive

MANUFACTURER
BSC/Mitsumi

DISTRIBUTOR
Golden Image 081-365 1102
Mitsumi 0276 29029

PRICE
£69, controller
£169, drive

RELEASE
Out now

SPEED ●●●●
Fully supports double speed CD-ROM drives, and the IDE interface is no slouch either.

MANUAL ●●●
A few read me files on the disk give you all the stuff you need, but it's very easy to install.

ACCESSIBILITY ●●●●●
All of the necessary cables are included, so you just have to plug it in and you're off.

FEATURES ●●●●
Does its job without any fuss and bother. The utilities are very useful.

VALUE ●●●●
A CD-ROM and IDE interface in one package for this price can't be bad, although PC owners get the CD-ROM one for free.

VERDICT

"The Tandem is a low-cost CD-ROM interface which works well and has the added benefit of a very fast IDE controller for hard disks or removable media. The only problem might be finding a supplier of IDE CD-ROM drives."

85%

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VALUE!

Since its launch, Pen Pal has become the most popular package of its type

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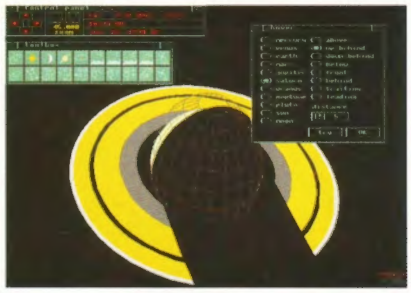
Pen Pal is available from all good Amiga software Dealers or from SoftWood. Call for your list of stockists.

SoftWood Products Europe
PO Box 19 Alfreton
Derbyshire DE55 7RW England
Tel: 0773 836781 Fax: 0773 831040

Pen Pal is compatible with any Amiga from A500 to the latest A1200/A4000 ranges with a minimum of 1 Mb. available free memory.

DISTANT SUNS

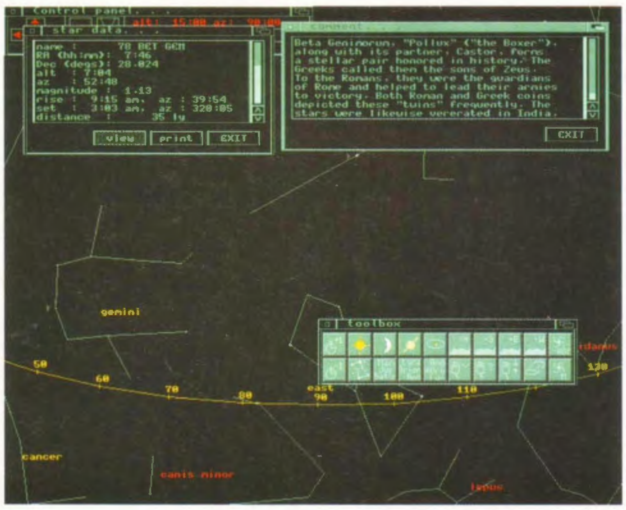
Space is big. It's so big people have written books about it. Nick Veitch helps you to explore it from the comfort of your Amiga.



The dust rings of the planet Saturn as viewed from a hovering position.

THE UNIVERSE IS a large place. From the swirling vortices of the Milky Way to the outer reaches of NGC1796, mankind has always had an urge to explore the great void with every means at his disposal. From Galileo's simple lenses to the vast bulk of Hubble, greedy eyes have scanned the windows of the heavens looking for the light from distant suns.

However, they didn't really need to bother with all that, because *Distant Suns* is a rather excellent piece of software for the Amiga. Never mind if you live in the middle of a big city and all you can see when you look up at the sky at night is the orange glow of the motorway lights reflected on a low bank of smog – you can see the universe on screen.



Not only are all the constellations clearly marked, but notable stars have text comments associated with them.

Distant Suns is a sort of home planetarium. It has information on over 10,000 astronomical objects, including stars, galaxies, nebulae and star clusters.

All you have to do is enter the time and date, the latitude and longitude of your location, and the direction in which you wish to look, and the display will show you the night sky.

Obviously this is pleasant to look at, but it is also rather useful for astronomers. The stars are not fixed, they migrate across the sky (albeit very slowly), so if you try to take a look at a particular object, especially with a high-powered telescope which gives you a limited angle of view, it helps to know roughly where to point it.

By clicking on a star or another astral body, a little box appears giving information such as its name, distance from Earth, type and magnitude. Some star clusters even have small thumbnail pictures associated with them, so you can tell whether you are really looking at the Megallanic cloud or just a smudge on the lens.

Even better, if you are a keen astronomer, you can attach your own IFF files to stars. If you had a camera attachment to your telescope and a hand scanner, you could easily keep a pictorial representation of your nightly findings.

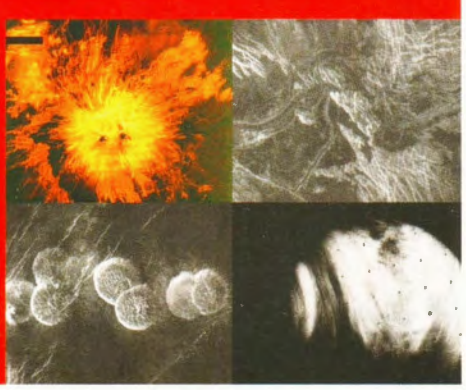
One of the more useful features of the software is the What's Up guide to the coming weeks. This gives detailed information about the rising and setting of all the planets plus information about any meteor storms or astronomical objects of interest that are on the way.

Of course, *Distant Suns* has been around for some time, but this version is more than just an AGA update. There are lots of new features, such as the inclusion of data from the Hubble space telescope and the new 3D planetary rendering system. There was a time when *Distant Suns* was challenged by Carina Software's *Voyager*. That time has passed.

ASTRONOMY DOMINE

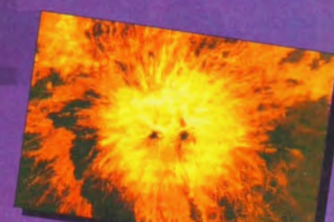
Because the viewing date can be set anywhere from 4,713 BC to 10,000AD, you can display the night sky as it would have appeared at any time in history or at any time in the future.

Imagine setting the date to around 10 minutes BC and selecting Bethlehem as your location, or perhaps even popping back a few years to witness Halley's Comet or the Jupiter Effect when all the planets lined up.



These images of Venus are interesting, but unfortunately they are not explained by the program.

DISTANT SUNS



DESCRIPTION
Astronomy software

MANUFACTURER
Virtual Reality Lab.

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£69.95

RELEASE
Out now

SPEED ●●●●
Considering the calculations which must be made, the screen refreshes are fast – less than a second.

MANUAL ●●●●●
Although it is only an A5 ringbound job, the manual is excellent and goes far beyond demonstrating how to use the software.

ACCESSIBILITY ●●●●
The menu options are a bit overwhelming at first, and many of them could have been replaced by a panel with check boxes on it.

FEATURES ●●●●●
It is difficult to think of what more could possibly be added.

VALUE ●●●●●
The Galaxy is all yours for the price of a couple of games. *Distant Suns* is outstanding value.

VERDICT

"The excellent Distant Suns gives you the power to explore and understand the universe. I have never felt more confident in awarding an Amiga Format Gold to a piece of software."

93%

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The superb Sharp 14" Monitor / TV provides a real alternative to a Commodore Monitor with full function remote control 39 channel electronic auto search tuning, digital on screen display and 1.5 watt Mpo audio output. All you need to know is the low low price. The Sharp Monitor / TV is the product for you complete with scart socket and connectivity cable and including 12 months Warranty. £169.99

£169.99

2 Mb Smartcard The original and still the only fully PCMCIA compatible memory card for the A600 and A1200. Comes with lifetime guarantee. Beware of cheap immitations. **INDI PRICE £99.99**

4 Mb Smartcard
Same as above but maximum 4Mb.
INDI PRICE £155.99

New Low Price IDE Internal Hard Drives

Indi can now offer top quality 2.5" Internal Hard Drives for the Amiga 600 and 1200 at unbeatable prices. All drives come complete with cable and installation software.

80Mb 2.5" Internal HD's £169.99

120Mb 2.5" Internal HD's £214.99

170Mb 2.5" Internal HD's £249.99

Zappo 601
Trapdoor upgrade for the Amiga 600, 1Mb with RTC.
INDI PRICE £49.99

Zappo 601 NC
As above only 512K, no clock
INDI PRICE £29.99

Amiga 600 with 30 Mb Hard Drive + 12 Months On Site Warranty



A genuinally unrepeatable deal combining an Amiga 600, 30 Mb Hard Drive and a fantastic range of games and utility software.
Trivial Pursuits -The Classic Quiz
EPIC - Science fiction Adventure
MYTH -Question the judgement of the Gods
ROME -Capture the purple Robe of the Imperial Roman Empire
AD 92 -Role playing adventure
AMIGA TEXT
A powerful word processing package simple to use but highly sophisticated you'll be amazed at your professional results
DELUXE PAINT III
Movie quality animations at the press of a key, 3D perspectives and a complete set of paint tools

PRICE CRASH!!
~~£48.99~~
£229.99

TEL: 0543 419 999 FAX: 418 079

YOUR IMAGINATION IS THE ONLY FRONTIER

OPAL VISION STATE OF THE ART MAINBOARD

The amazing Opal vision 24 - bit graphics board and software suite has been updated and is now even better value for money.

The software suite now includes:

Opal Paint V2.0. Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis. The Chrominance effect allows absolute real time control of image contrast, brilliance and re-mapping of colours.

Opal Animate V2.0 - Offering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24 - bit software.

Opal Hotkey V2.0 - Display Opal vision graphics anytime with key combinations.

"Quite simply, it's a spectacular product". **Amiga Computing.**

"Undoubtedly the finest, most professional paint program to arrive on the Amiga" - **Amiga Format.**

"Professional quality at this price can't be turned away" - **Amiga User International.**

"The verdict was unanimous - brilliant". - **Amiga Shopper.**

£349.99

Limited Offer

OPALVISION VIDEO SUITE

This power packed video and audio mixing, switching and transcoding device connects directly to the Video Processor. This 19 - inch rack mountable unit is so advanced that it has it's own internal computer and every aspect is software controlled for precisely timed and accurate functionality. The video suite includes a wealth of inputs and outputs. There are 9 video and 10 audio inputs available, plus the 24 - bit frame store. Professional quality video inputs and outputs are available simultaneously in RGB or Y/R - B/B - Y. Composite and S - Video. Choose and 2 sources from these inputs, assign a transition or special effect and then trigger it manually or automatically. All of the transitions and effects provided by the OpalVision Video Processor are available for use by the Video Suite. the linear transparency key (Alpha channel and transparency effects) can be taken from the Video Processor and/or external video source and/or output to another production switcher. This allows transparency control between video sources on a pixel by pixel basis. The 10 Audio inputs (five stereo pairs) are fully software sequenced with smooth fades and full, 5 band frequency equalization.

£899.99

Voucher Price £659.99

*Voucher Price available to registerd OpalVision owners. Return voucher with your order.

OPALVISION VIDEO MODULES

OPAL VISION VIDEO PROCESSOR

It's a high quality real time 24 - bit frame grabber which doesn't require a time base converter, it's a professional quality genlocker with croma and Luma keying. the 256 level linear transparency key allows the definition of transparency between two live video sources on a pixel by pixel basis for smooth vignettes, antialiased text and super smooth effects. Plug this card into your OpalVision main board and add a wealth of additional features and functionality.



OPALVISION ROASTER CHIP

Included with every Video Processor, the Opal vision Roaster chip provides an endless number of user definable Digital Video Effects. Take any two video sources (or an Amiga or Opal vision generated graphic). Flip it. Scale it. Rotate it on the X or Y axis. Move it along a path. Zoom it. Move out. You have complete control. Build your own custom library of useful wipes and effects and give your videos a unique style. OpalVision is the only video system in its price class with this powerful digital video engine. You've got to see it to believe it.

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* Voucher Price available to registerd OpalVision owners. Return voucher with your order.

AMIGA 4000 / 030

New Low Price

170 mb
2mb Chip Ram

£929.99

No Deposit Credit Terms Available
Phone for price on Fast Ram

OPALVISION SCAN RATE CONVERTER / TBC

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Add this card and achieve 31 Khz, non interlaced output of Amiga and OpalVision graphics and any incoming video source in either PAL or NTSC. Includes full time - base correction of incoming video, the on - board memory also serves as an additional frame store.

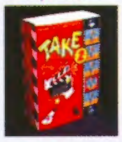
Voucher Price £659.99

*Voucher Price available to registerd OpalVision owners. Return voucher with your order.

ROMBO AUDIO VISUAL PRODUCTS



Megamix. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source. **INDI PRICE £27.99**



Take Two. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club. **INDI PRICE £34.99**



Vidi Amiga 12. The ultimate low cost colour digitiser for the Amiga. "the best value full colour digitiser on the market".- Amiga Format. **INDI PRICE £69.99**

Rombo Vidi Amiga 12 (RT) Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200/A4000. **INDI PRICE £129.99**

Rombo Vidi Amiga 24 (RT)
For the more serious user, this 24 - bit version will again capture from any video source with true photo realistic images! A staggering 16.8 million colours can be utilised with incredible results. Full AGA chipset support. **INDI PRICE £219.99**

Roctec Rocgen Plus.
As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas. **INDI PRICE £127.99**

Roctec Rockey.
The ultimate accessory for Amiga / Video fans. Separate RGB controls to croma key on any colour. **INDI PRICE £199.99**

SPECIAL EFFECTS PACKAGES

Morph Plus
You've seen Michael Jackson's video, you've seen the television adverts using the latest techniques in morphing, now you can create the same results but at a fraction of the cost. Morph Plus is the latest and the ultimate in this technology. Whether you are a professional artist or just want to experiment at home Morph Plus is a must. **INDI PRICE £119.99**

Deluxe Paint IV AGA
Combines powerful tools with an Intuitive interface so both professionals and beginners alike can get superb results quickly. New enhancements to the software include the ability to paint and animate in 4696 colours in the Amiga Ham (hold and modify) mode. New animation features also include metamorphosis allowing you to change one image into another. You determine the number of frames and DPaint does the rest. **INDI PRICE £64.99**

Art Department Professional V2.5
The ultimate in image processing providing many key benefits to AMiga users working with pictures. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. Full support for JPEG images makes it possible to maintain an image library in full 24 - bit colour without needing massive hard drive storage. Typically a 600Kb image can be compressed down to 40Kb!!! **INDI PRICE £132.99**

Real 3D V2
Is a full featured 3D animation modeling and rendering program. With Real 3DV2 you can produce high quality images and animations of three dimensional models with an astounding level of realism. Imagine creating an animation that shows a handful of balls bounce down a flight of stairs to the bottom. Gravity, collision, deflection and the elasticity of the balls are all automatically calculated by the program. **INDI PRICE £338.99**

BRILLIANCE

" Brilliant " Graphics Paint Package "
In terms of design and sheer specifications Digital Creations really seem to have done everything right. Effectiveness..." 99%." I really can't fault the end results" - **CU Amiga Review**
INDI PRICE £99.99 ~~£149.99~~

FINAL WRITER

The most powerful word processor to grace the Amiga...90% - **CU Amiga**
INDI PRICE £99.99 ~~£129.99~~

FINAL COPY 2

"About as close to being a desktop publisher as a word processor dare go" - **CU Amiga**
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DELUXE HOME OFFICE

Three great programs to make your Amiga a powerful Business tool * Kindwords 3 Word Processing * Maxiplan 4 spreadsheet Database * Info file an incredible file of business utilities allowing you to store and organise addresses, phone numbers and business contacts.
INDI PRICE £49.99 ~~£69.99~~ Amiga 500 / 500+/ 600 +1200

AMIGA SOFTWARE BONANZA

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Body Blows Galactic	~~£29.99~~	£19.99
Settlers	~~£34.99~~	£22.99
Simon the Sorcerer	~~£39.99~~	£22.99
Premier Manager	~~£25.99~~	£11.99
Cool Spot	~~£29.99~~	£19.99
Burning Rubber	~~£25.99~~	£11.99
Skidmarks	~~£25.99~~	£11.99
Noddy's Big Adventure (3-7)	~~£17.49~~	£15.99
Noddy's Playtime (3-7)	~~£17.49~~	£15.99
ADI French (11-12)	~~£16.99~~	£15.99
ADI Maths (12-13)	~~£16.99~~	£15.99
ADI Junior Read (6-7)	~~£14.49~~	£12.99
ADI Junior Count (6-7)	~~£14.49~~	£12.99
ADI Maths (13-14)	~~£16.99~~	£15.99
ADI English (13-14)	~~£16.99~~	£15.99

END OF LINE PRODUCTS

We have a limited quantity of product that we must clear, so check out these crazy prices.

Rom Sharer and 1.3 Kickstart Rom
Have you bought an Amiga 600 or 1200 and can't run your old Amiga 500 1.3 games, here's your Solution.
INDI PRICE £24.99

Roctec RocKnight
A virus can be very expensive, so why not protect your Amiga A500 / 600 or 1200 with this great Anti-Virus unit. Fits between your floppy drive and Amiga.
INDI PRICE £2.99

Amiga 500 Power Supplies
Very expensive when you can get them, so here's a once only chance to solve a problem at a crazy price.
INDI PRICE £29.99

TEL: 0543 419 999 FAX: 418 079

No Deposit Credit available

Exclusive Elite Pack Plus New Combat / Innovations Pack

And New Low Hard Drive Prices

FREE 2 CLASSIC GAMES

Direct Marketing Association

NOW INDI OFFER YOU THE ULTIMATE IN CHOICE, OUR EXCLUSIVE ELITE PACK WITH ALL THE POWER OF THE DESKTOP DYNAMITE **PLUS FREE** BATMAN RETURNS AND ELITE II OR THE NEW COMBAT / INNOVATION PACK. BOTH AT THE SAME **LOW LOW** PRICE



BATMAN RETURNS

New Game

You may choose from many different roles from explorer to assassin, from stockbroker to trader. Battle with pirates across a galaxy of different worlds, trade or smuggle goods or become a pirate yourself. the goals to aim for are endless, the game is completely open ended.

£29.99 "The ultimate in space adventure Frontier is the important step forward from this decade" - CU Amiga 97%

FRONTIER ELITE II

New Game

A massive 2 disk program from the first film simulation. Vastly different to the console version with vivid scenes straight from the hit movie. Batman has returned in style. **£29.99**



Desktop Dynamite Elite Pack



A1200 STANDARD FEATURES

* 68020 Processor * PCMCIA Slot * 2Mb Chip RAM * 3.5" Internal Floppy Drive * AA Chipset * Built in TV Modulator* Alpha numeric Keypad* 12 Months at home maintenance.

Amiga Elite Pack

FREE

* Wordworth AGA
* Print Manager
* Deluxe Paint IV AGA
* Oscar AGA
* Dennis The Menace AGA
* Elite II
* Batman Returns

Amiga Combat /Innovations Pack

FREE

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* Print Manager
* Personal Paint V4
* Day by Day
* Total Carnage
* Brian the Lion
* Zool 2
* Elite II
* Batman Returns

£319.99

Hard Drive Options inc. Batman returns /Elite II

60 Mb Hard Drive Pack £469.99 80 Mb Hard Drive Pack £489.99
120 Mb Hard Drive Pack £539.99 170 Mb Hard Drive Pack £579.99

12 Months At Home Warranty from ICL

WARNING

Some advertisers are fitting 3.5" drives to the Amiga 1200. The Amiga was never designed to accept 3.5" drives and fitting one totally invalidates any Commodore Warranty. Indi only offer official 2.5" IDE drives officially accepted by Wang, ICL and Commodore.

New Desktop Dynamite Pack with FREE Classic Games and a Professionally fitted Hard Drive Option

ICL AT HOME

NEW Low Low Price

Desktop Dynamite Panasonic Colour Printer Pack

The Superb Desktop Dynamite pack

PLUS

The Best Selling **Panasonic KX - P2123** Quiet Colour Printer with **FREE** Dustcover and cable

PLUS

Gametek Frontier Elite II **and** Batman Returns

PLUS

Amiga Challenge: International Sports Challenge, Paradroid 90, Cool Croc Twins

£499.99

New Low Price Hard Drive Options

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60 Mb Hard Drive Pack £649.99

80 Mb Hard Drive Pack £669.99 **170 Mb Hard Drive Pack £749.99**
120 Mb Hard Drive Pack £719.99 12 Months At Home Warranty from ICL

AMIGA 1200 DRIVES FITTED BY ICL

"We'll pick it up from your home, bring it back in 5 working days, give it 12 months on site warranty and that's just the beginning".

When the time comes that you just have to fit a Hard Drive to your Amiga 1200 it is important that your Amiga is handed by the experts. ICL are a Giant International Computer Manufacturing and Repair Company and have been chosen by Commodore as their authorised warranty company for Amiga products.

Through INDI the Nationwide resources of ICL will guarantee that your Amiga is treated with the care and expertise that it deserves. But that is just the beginning, your new hard drive will be given a full 12 months At Home Warranty cover. Yes if there is a warranty problem then ICL will come to your home and fix it.

Of course what's the point of having at home cover on your Hard Drive and not on your Amiga. So as part of the deal ICL will add a further 12 months at home cover to your Amiga completely FREE

DOOR TO DOOR 80Mb HARD DRIVE ENHANCEMENT SERVICE £219.99
DOOR TO DOOR 120Mb HARD DRIVE ENHANCEMENT SERVICE £279.99
DOOR TO DOOR 170 Mb HARD DRIVE ENHANCEMENT SERVICE £319.99

Complete with 12 Months At home Service through ICL
*Amiga 1200 must be in full working order.

Amiga 1200 / 030 Desktop Dynamite Superfast Digitiser Pack

Add a high performance 4Mb 32 bit RAM expansion board with a 20 MHz Floating point unit to an Amiga 1200 and you have some serious performance potential. Include a Rombo VIDI Amiga 12, The Worlds Best Selling digitiser - and Image Capture, Animation and Image Processing is all within your grasp. Mono Images are captured in real time, colour images in less than a second.

Amiga 1200 Digitiser Pack	80 Mb Pack	£739.99
Amiga 1200 Digitiser Pack	120 Mb Pack	£799.99
Amiga 1200 Digitiser Pack	170 Mb Pack	£824.99

A1200 Microbotics Memory Expansion Boards and Acclerators

Do you want your Amiga 1200 to have more memory or to go faster by simply fitting a board into the external trap door? Microbotics have an extensive range of products with the immense benefit of 'Chipup' technology. Most boards have soldered chipsets which do not allow expansion beyond your initial purchase. Microbotics products allow you to add extra memory as your computing skills grow and new software arrives demanding even more memory.

SCOOP PURCHASE

MBX 1200Z - 4Mb 32 BIT RAM + 20 MHzFPU

This high performance 32 bit RAM expansion board is easily fitted into the trap door of your A1200 giving you an instant increase in performance, allowing you to ray trace or render images, to load large images and animations, to record longer sound samples, or even grab more images all at an amazing speed.

£199.99

SAVE £50

Memory Expansion Boards

Speed	4Mb	8Mb
14 Mhz	£247.99	£447.99
25 Mhz	£307.99	£517.99
50 Mhz	£377.99	£577.99

Accelerator Boards

SCOOP PURCHASE

Speed	4Mb	8Mb
50 Mhz	£459.99	£599.99

CHIPUP Technology

Amiga 1200 / 030 Elite Professional Pack

"Approx 1.5 times faster than an A4000/030

This is the ultimate power configuration, If your dream is to own the quickest A1200 ever then take a look at this specification: *Amiga 1200 *2Mb Chip and 2Mb Fast RAM (Expandable to an Amazing 128 Mb!!) * Microbotics M1230 XA W/50MHZ MMU (Approx 1.5 times faster than an A4000/030!!) * 12 Months at home Warranty * Choice of hard drive capacities * Optional 50 MHZ 68882 FPU Maths Processor.

80 Mb version	£849.99
120 Mb version	£899.99
170 Mb version	£929.99
68882 50 MHZ FPU	£132.54

1/2 Price Games Option
Add Batman Returns and Elite II for £29.99

PANASONIC KX - P 2123

Colour Printer plus Wordworth or Batman Returns / Elite II

for ONLY **£179.99** when purchased with Professional or digitiser Pack

No Deposit Credit

Indi are now able to offer Competitive Credit Facilities on all orders over **£100** subject to status. Payment can be over **12, 14, 36, 48 or 60 months** and can include insurance to cover repayments on the event of sickness or unemployment. Why not ring for a quote. Sameday response.

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CD32 Connection Kit

Fancy delving into the world of Amiga PD on CD? Richard Baguley investigates a way of connecting your Amiga and CD32 together.



A simple connector and some PD software enables you to transfer files between your CD32 and Amiga.

AFTER A VERY long wait, the A1200 CD-ROM drive has now arrived, but there are still many people out there who want to connect their CD32 and Amiga machines together to access all that lovely stuff that is now available on Compact Disc, such as Almathera's excellent *CDPD Collection*.

The CD32 Connection Kit enables you to connect the two machines (it works with all Amigas) and copy information between them. Of course, you may wonder why you would want to copy files from your CD32 to your Amiga. If you have both machines, why not just use your CD32 discs on the CD32 and your floppies on your Amiga?

Certainly, there is no point copying CD32 games to the Amiga and there are few, if any, commercial programs such as word processors or paint packages on CD. However, there are a lot of PD programs on CD that are more suited to the Amiga than the CD32, and it is for copying these between the two machines that the CD32 Connection Kit really comes into its own.

The kit is composed of a cable which plugs into the keyboard port of the CD32 and an extension cable which connects this to the serial port of the Amiga. You could just use the short cable, but this would mean having the CD32 jammed right next to the Amiga.

Once these are plugged in, to set up you have to change some of the parameters of the serial port. This requires a comms program such as *Terminus* on the CD32 side, therefore you need a CD which contains this before you can get any further. This program is on, amongst others, Almathera's *CDPD 3*.

TRANSFER TIMES

In order to show you the sort of speed you can expect from this link, we measured the time taken to copy the same file (a 150K *Vista* file) to the RAM disk from a variety of sources. The times were as follows:

CD32 link	16 Seconds
SCSI CD-ROM drive	2 seconds
Hard disk	less than 1 second
Floppy disk	7 Seconds

The comms program is then used to copy a set of programs into the RAM disk of the CD32, which sets up a RAD (Recoverable RAM Disk) and gets the connection running. This RAD disk survives when the machine reboots, but not when you switch it off, which is a good thing given the CD32's annoying habit of rebooting whenever you change discs. This means that you can access discs which don't have any comms software on them, or even Photo CDs or PC CD-ROMs.

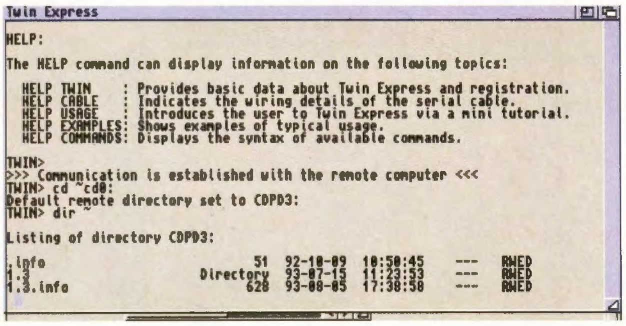
Although you can copy files from the CD32 to the Amiga, you can't use them on the Amiga when they are running on the CD32. Instead, you have to copy the files from one machine to another using the CLIesque interface of Twin Express and then use it from there. You copy a file by entering a line such as :

```
COPY ~CD0:VISTA/WESTPOINT.DEM RAM:
```

The real bottleneck in this process is, as you would expect, the serial link between the two machines. This runs at the pretty fast speed of 57,600 bits per second, but it's nowhere near the speed of a link such as a SCSI interface, as the figures in the Transfer Times box (above) reveal. It's the slowest of the options, with an approximate transfer speed of around 10K a second. If you are dealing with a big file, this could take a significant time to copy.

Although this product may be overtaken by the launch of the A1200 CD-ROM drive (see news story on page 24), it's still a pretty simple way of connecting together an Amiga and a CD32.

The CD32 Connection Kit is not particularly fast or overly elegant to use, but it does work, and it's a lot cheaper than buying another CD-ROM drive if you already have a CD32 and an Amiga.



Copying a file from the CD32 to the Amiga is done in the CLIesque environment of *Twin Express* using the standard AmigaDOS commands.

CONNECTION KIT



DESCRIPTION
CD32 to Amiga serial link

MANUFACTURER
Index

DISTRIBUTOR
Brian Fowler Computers
0392 499755

PRICE
£29.99 (CD32 add on port)
£9.99 (Two metre cable)
£2 (Software)

RELEASE
Out now

SPEED ●●
You can't call it fast by any means. It's faster than a modem, but slower than a floppy drive.

MANUAL ●●●
Somewhat sparse (two pages of A4), but it's all you need to get running.

ACCESSIBILITY ●●●●
Once it's installed, the software survives a reboot, making it easy to swap Compact Discs.

FEATURES ●●●
A pretty basic bit of kit, but it does the job well, if somewhat slowly.

VALUE ●●●
The total cost of the kit (excluding any CDs) is £41.98, which is much cheaper than buying a CD-ROM drive.

VERDICT

"The simplest and cheapest method of connecting together an Amiga and a CD32 (apart from making your own cables). It works, but it's not particularly fast."

75%

Evesham Micros • CALL US NOW FOR IMMEDIATE SERVICE ON (0386) 765500 • Evesham Micros

A500 HARD DISKS

Reference

All the features ...without the price



- SCSI HARD DISK MECHANISMS for *optimum performance*, fast Access Time & Autoparking
- Includes SCSI THROUGHPORT at rear for further expansion
- COOL.... by popular demand, we have fitted a Cooling Fan!
- GAME SWITCH allows Games to be loaded without disconnection
- High quality metal casing, colour and style matched to the Amiga 500
- Option for up to 4MB additional easy RAM EXPANSION, using 'SIMMS'
- Compatible with Reference Add-On Hard Drive and Reference RAM unit
- Includes its own DEDICATED PSU. CBM recommends against use of Hard Disks without independent power supply.
- Includes 'HD Setup 3' (external SCSI low level format and partition utility) and 'MRBACKUP PRO' (backup utility)

40Mb model	100Mb model
£219.99	£249.99

2Mb RAM Version: ADD £94
4Mb RAM Version: ADD £188

AMIGA FORMAT Verdict 84%

"Very attractive indeed - you get a good deal for a decent drive." March 1993

A500 8Mb RAM UNIT

Reference

Incorporating the latest 'ZIP' DRAM technology, our External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.



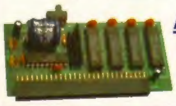
- RAM access LED
- RAM test/run switch
- Uses 1Mb 4-bit ZIPS
- Style matched to the A500
- Very low power consumption
- Throughport for further expansion
- Optional PSU (allows Amiga to power other devices)
- Available fitted with 2Mb, 4Mb, or fully populated with 8Mb
- Compatible with A590 and most other SCSI Hard Drives (please call to check)

N.B. Any memory fitted to this unit is in addition to that on your machine already, to a maximum of 8Mb on the external unit.

with 2Mb fitted	with 4Mb fitted	with 8Mb fitted
£129.99	£179.99	£279.99

PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB MODULES, AT ONLY £59.95 PER 2MB • OPTIONAL POWER SUPPLY £14.95

A500 512k RAM/CLOCK UPGRADE



- CONVENIENT ON / OFF MEMORY SWITCH
- COMPACT, ULTRA-NEAT DESIGN
- AUTO-RECHARGING BATTERY BACKED REAL-TIME CLOCK

ONLY £19.99

Also without clock for only £16.99

3.5" FLOPPY DRIVES

External Floppy Drive



- Very quiet
- Slimline design
- Suits any Amiga
- Cooling vents
- Full 880K Formatted Capacity
- Sleek, high quality metal casing
- Quality Citizen/Sony drive mechanism
- Enable / Disable switch
- Long reach connection cable
- Throughport facility for addition of further drives

Amazing low price!

ONLY £52.99

A500 Replacement Internal Floppy Drive Kit



Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

ONLY £44.99

1.5Mb RAM BOARD



Fully populated board increases total RAM in A500 to 2Mb! ☆ Plugs into trap door area, & connects to 'GARY' chip ☆ Includes Battery-Backed Real-Time Clock ☆ Socketed RAM ICs on 512K / 1Mb Versions

With 1.5Mb FASTRAM installed

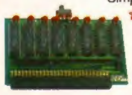
ONLY £73.99

Unpopulated RAM board with clock £34.95

N.B.: The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95

A500+ 1Mb UPGRADE

THE FASTEST AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!



Simply Plugs into trap door expansion area ☆ Increases total RAM capacity to 2Mb 'ChipRAM' ☆ RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM ICs ☆ High reliability

ONLY £42.99

A600 1Mb RAM/CLOCK UPGRADE

UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!



- Simply Plugs into the A600's trap door expansion area
- Increases total RAM capacity of A600 to 2Mb 'ChipRAM'
- RAM Enable / Disable Switch
- Battery-Backed Real-Time Clock

ONLY £48.99

PRINTERS

Evesham Micros special – all our Star prices include 12 months On-site maintenance

Star LC 100 Entry level 9-Pin Colour, 4 fonts	£139.83
Star LC 24-100 24-Pin, 5 fonts, 192/64cps	£170.38
Star LC 24-20 24-Pin, 210cps high speed draft	£199.75
Star LC 24-200C Superb 24-Pin Colour, 5 fonts, 200/67cps	£233.83
Star LC 24-30 New 24-Pin Colour, 5 fonts, 192/64cps	£229.13
Star LC 24-300 Fast, quiet 24-Pin Colour, 9 fonts, 264/80cps	£290.23
Automatic Sheet Feeder for above (pls.state model)	£64.95
Star SJ 144 Colour Thermal transfer printer	£433.58
Hewlett-Packard Deskjet 310	£217.38
Hewlett-Packard Deskjet 310 Colour upgrade kit	£41.13
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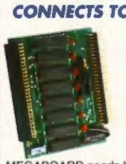
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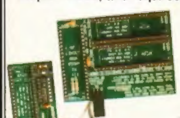
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Kickstart 1.3 ROM supplied separately	only £29.95
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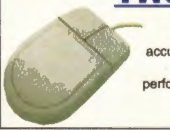
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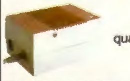
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The Taiwanese scanner unit is fairly generic – it's the software that makes the difference.

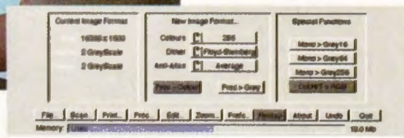


Image processing enables you to convert your scans to true greyscale images.

POWER SCANNER V4

It's slim, black and white and fits in the palm of your hand. Nick Veitch casts an eye over the latest version of Power Computing's scanner.

THE CHEAPEST, MOST efficient and for many people, the only scanning solution is a hand scanner. Manually powered, the scan head is dragged across an image while a scanning head underneath the unit illuminates and digitises the subject matter underneath.

Hand scanners have come a long way since they were first introduced in the PC market nearly 10 years ago, but the difficulty with hand scanners is keeping the scanning rate constant.

This is measured by a roller on the underside of the scanner which is connected to some opto-electronics. These work in the same way as a mouse, and transmit the speed data to the host machine. But the real power lies in the software, and Power Computing have consistently produced the best software on the market for the Amiga. This new version sets out to put them way ahead of the rest.

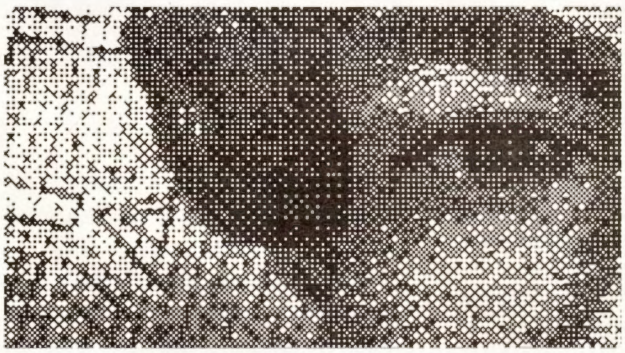
There are three main parts to the software: scanning, editing and processing. The scanning screen is fairly simple, as it should be. The software reads all the settings for resolution and dithering direct from the hand scanner unit and it is possible to connect virtually any type of hand scanner and get a result from the software.

The standard one supplied handles resolutions from 100 to 400 dpi in 100 dpi increments and has four internal modes of dithering. The only thing you have to set is the area to be scanned. The width of the image is constrained by the size of the scanner, but the height is only determined by how much memory you have spare. A read out of how much memory the raw image takes is displayed in a gadget on the screen.

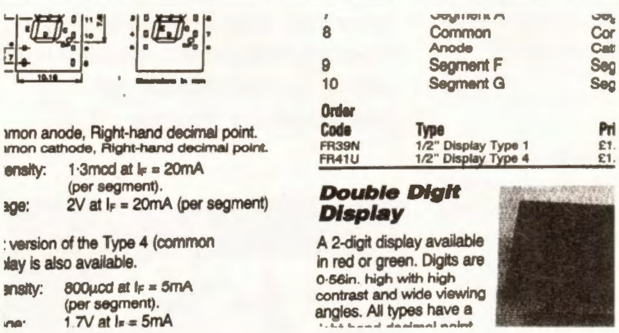
The edit screen allows cutting, pasting and the basic features of any art package. You are probably much better off doing any drastic touch-up jobs in a proper paint package such as *DPaint*, but the edit screen is still useful for cropping areas of interest.

The processing software handles conversions to greyscale, which involves a rather cunning reverse dithering process which works incredibly well. Greyscales can be created with 16, 64 or 256 levels, although the highest of these is only displayable on AGA machines. When an image is converted to greyscale it loses pixel size, so be aware of this before you scan an image for specific dimensions. Images can also be given skews, lightened, darkened, have their contrast changed or be turned into base reliefs.

On the whole the software is much more advanced than previous versions and the entire package is a bit of a bargain, although some aspects are a bit clumsy, in particular the way the different control screens are accessed.



God bless her! This scan shows the detail that can be obtained from a 400 dpi scan.



In standard mono mode text and line drawings can be scanned fairly accurately, even with shaky hands like mine.

POWER SCANNER



DESCRIPTION
Mono hand scanner

MANUFACTURER
Power Computing

DISTRIBUTOR
Power Computing 0234 273000

PRICE
£119

RELEASE
Out now

SPEED ●●●●
Converting the images between modes can be a lengthy process, but is no slower than other software.

MANUAL ●●●●
The manual is well presented and attractively produced. It also contains a lot of useful information.

ACCESSIBILITY ●●●
The hardest part is disciplining yourself to read the manual before you play with your new toy.

FEATURES ●●●●●
A stunning array of processing and editing features. The greyscale conversion routines work a treat.

VALUE ●●●●
At this price the Power Scanner v4 is undoubtedly the pick of the mono hand scanners.

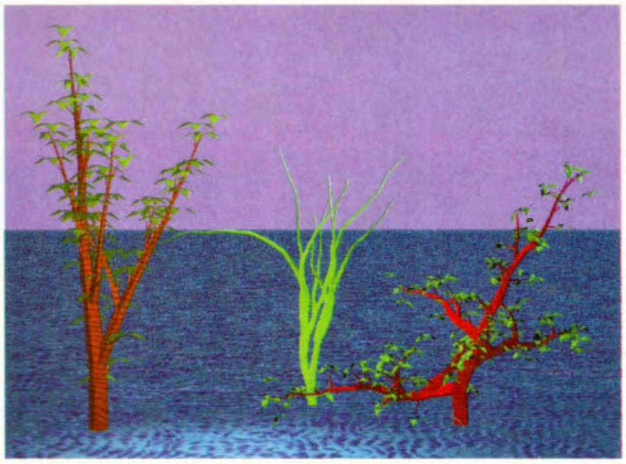
VERDICT

“ The software update is a step forward, although it can be a bit unstable at times and more work will need to be done on the user interface. This is still far and away the best mono hand scanner for the Amiga. ”

84%

VERTEX 2

Have you built a spaceship in Lightwave that you want to render in Imagine? Richard Baguley examines a 3D object conversion program that can do just that.



All of these trees were generated in *Vertex* and then loaded into *Imagine* where I added some colour and a texture or two.

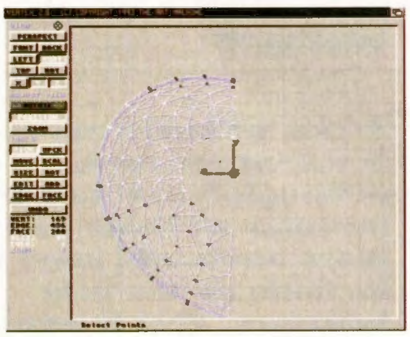
EVERYONE WHO USES a ray-tracer has a favourite 3D program. Some will swear by *Imagine*, while others won't cast a virtual light on anything except *Lightwave*. Whatever your fixation, some programs are better at some things than others. The problem comes when you want to use an object in two different programs, but they save objects in different ways. This is where *Vertex 2* comes in.

Vertex is loosely based on a Shareware program, but the author has decided to make the move to commercial software. It supports a variety of 3D programs (including *Imagine*, *Lightwave* and *3D Professional*), although some of them can only be saved and others are only partially supported, so some of the attributes may be lost.

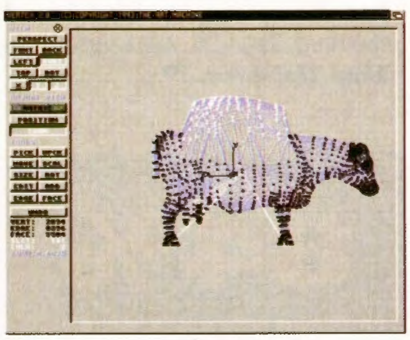
Vertex needs a lot of memory, especially when you are dealing with large objects. I had to assign the program more than 12Mb of memory to load some of the objects I regularly use. The manual recommends a minimum of 2Mb, but this isn't realistic if you are dealing with objects with more than a few hundred points.

Vertex also has a problem converting objects to *Lightwave* format from *Imagine*: they come out with holes in them. This is because *Imagine* can only deal with triangular faces, while *Lightwave* can have any number of edges to a face.

A similar program, *Accutrans 3D*, has the same problem, so it is not specific to *Vertex*. *Vertex* also refused to save out an object which was composed of several different parts, although *Accutrans 3D* ($60/£40 reviewed *AF*52, 80 per cent,) combined these into one object and saved it out.



Building objects from scratch within *Vertex* is easy, thanks to its wide assortment of powerful tools.



You can even load in your existing objects and do cruel and unusual things to them.

A unique aspect of *Vertex* is its ability to build fractal trees. All you need are a few parameters which control the branching of the tree, and the program generates a convincing tree or flower, including leaves. Save this out, add some colour and a texture or two and you have the beginnings of a rather nice-looking forest.

Vertex occupies a curious middle ground between a 3D modelling program and conversion program. There are certainly a number of very powerful modelling tools, including Bezier curves. These are extremely useful when producing organic-looking objects (such as whales, dogs or even magazine editors). Even so, I think it unlikely that any raytracing buff would choose to abandon the *Imagine* Detail Editor or the *Lightwave* modeller in favour of this program.

The conversion side of *Vertex 2* is powerful, with support for a range of different programs, although it would have been good to see support for non-Amiga programs such as *3D Studio* and *Alias*.

If you want a program purely for this purpose, I'd recommend *Accutrans 3D* over *Vertex*, even though you can't display the objects being converted with *Accutrans*, and you can't manipulate them.

The program still seems to be bugged, because it crashed my machine several times, which is annoying if you are running other programs in the background. It also hung a couple of times when trying to load objects. Although there are some undeniably useful and powerful tools in this program, *Vertex 2* tries to be two things and doesn't quite achieve either.

VERTEX 2



DESCRIPTION
3D conversion and modelling program

MANUFACTURER
Heckner Grafik

DISTRIBUTOR
Prima Technologies 0532 311738

PRICE
£90

RELEASE
Out now

SPEED ●●●
Conversion of objects is slower than with *Accutrans*, but the tools for manipulating objects are very fast.

MANUAL ●●●
Suffers from translation problems which make it difficult reading. There are no tutorials for converting objects.

ACCESSIBILITY ●●●●
The interface is very well designed, and is easy to work with. The screen redraws quickly.

FEATURES ●●●●
Powerful tools for manipulating and creating objects, including Bezier curves. Combines many of the best tools from different programs.

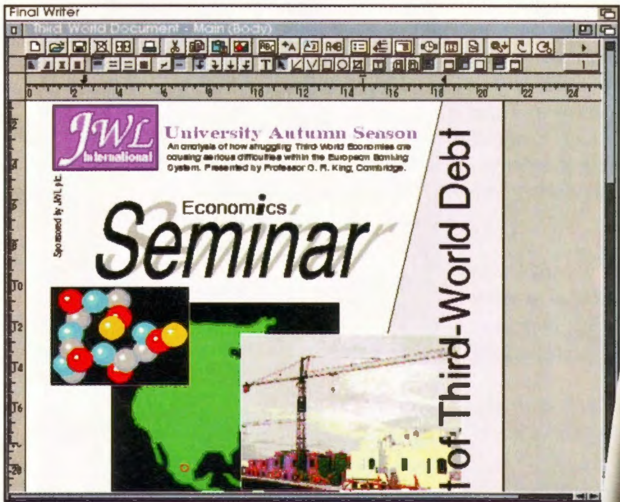
VALUE ●●●
More expensive than *Accutrans 3D*, but it does have more tools for manipulating and creating objects than many modelling programs.

VERDICT

“ Vertex 2 is a not completely successful cross between a 3D modelling program and a conversion program. It contains some very useful and powerful features, but there are also a number of annoying bugs. ”

75%

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Actual screen display

Unless, you buy an expensive PC or Macintosh,™ a high priced Colour PostScript™ Laser Printer, and a complex, costly Desk Top Publishing Package...



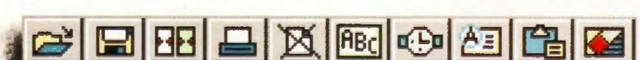
Actual printed output

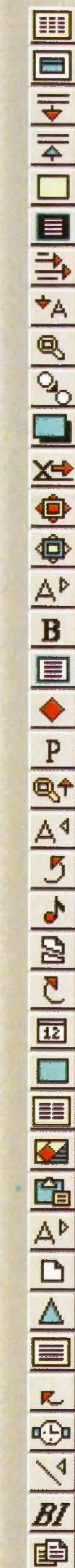
If you're looking for a quality Word Processor/Publisher that performs as well as this, you may well start by searching through PC and Apple™ Macintosh™ software catalogues.

Even then though, you probably won't find a program that will combine the very best in Word Processing *and...* easy to use integrated DTP type facilities.

You certainly can't find software for your Amiga that's capable of all this...

...or Can You?





Microvitec 1438

Richard Baguley checks out a new alternative to the popular Commodore monitors in the form of the latest offering from monitor masters Microvitec. Here's how it compares.

IT'S IMPORTANT THAT you get the right monitor. After all, you are going to spend a lot of time looking at it while you're playing your latest game or admiring the subtleties of your new ray-traced masterpiece.

Imagine the benefits of owning a monitor. You get far-improved picture quality, good sound and no more arguments with other members of the household who want to watch *Coronation Street* when you're approaching a vital stage in your *Sensible Soccer* tournament.

Until now many people have chosen the Commodore 1940 or 1942 as their first monitor. But the 1940 has now been discontinued and stocks of the 1942 are in short supply. So, there would seem to be a gap in the market for a monitor to fill the place of Commodore's products. But is the Microvitec 1438 the one to do it?

At first glance there's nothing hugely outstanding about the Microvitec 1438. It's got a cream plastic case around a metal frame, but one slightly annoying feature is the way the black corners of the screen aren't obscured by the case, which means that the corners of your image are black, even if you are working in overscan.

The height, horizontal position, brightness, contrast and the on/off controls are all on the front of the machine and a 23 to 15 way adaptor is supplied with it, so you can plug straight into the Amiga's video port without having to buy any extra adaptors.

The power lead has a kettle socket on the end, so you can plug it into the mains through socket of the A4000, which means you can switch both the monitor and the Amiga on or off with the Amiga's power switch. This is a small but very welcome point, because it means you are using one less plug socket.

The Microvitec 1438 easily coped with all of the modes I could throw at it from both an A3000 and A4000, including Double Pal, Super 72 and a variety of NTSC modes.

There are no speakers built into the monitor, but most dealers bundle a set of speakers which fit on to the side. These require an external power supply, but this is also included. Sound quality is pretty much the same as Commodore's 1940 or 1942 monitors, although the ability to adjust the orientation of the speakers could be very welcome if you are in a room with weird acoustics.

> " Imagine the benefits of a monitor rather than a TV set: excellent picture quality, good sound, and no more arguments when your mum wants to watch *Coronation St* while you're playing *Sensible Soccer*. "



The Microvitec 1438 has all of the features you need from a monitor at a reasonable price.

The dot pitch of the Microvitec 1438 is 0.28, which means that each of the phosphor dots which make the screen image is 0.28 of an inch across. This is the same specification as Commodore's 1942 monitor, and gives a very bright and strong screen image, even when you are working in super hi-res modes.

The image on monitors with a lower dot pitch (and thus bigger phosphor dots) tends to look washed out and fuzzy in hi-res modes, but this monitor doesn't suffer from this problem.

The picture is much brighter than most monitors I've come across. I have the brightness turned up to full on the 1942 I use with my A3000, but there was no need for this on the 1438.

Many people go for the Commodore 1942 when they first buy a monitor, and it's a perfectly good choice. The dot pitch and the picture quality of the Microvitec 1438 are the same as the 1942, the image is slightly brighter, but there isn't really that much difference in the quality, so the main difference between the two is the price, and the Microvitec is about £30 cheaper.

Given this slightly lower asking price, the Microvitec 1438 is well worth considering as an alternative to Commodore's monitor offerings.

MICROVITEC 1438



DESCRIPTION
Multisync monitor

MANUFACTURER
Microvitec

DISTRIBUTOR
See below

PRICE
£299.99 incl. speakers: Silica Distribution Limited, 081-309 1111
£294.99 no speakers: First Computer Centre, 0532 319444
£319.99 incl. speakers: Indi Direct, 0543 419999

RELEASE
Out now

PICTURE ●●●●●
Sharp images and strong colours. The image looks particularly good in super hi-res mode.

MANUAL ●●●
Four pages give all the general information, and an A5 sheet gives the Amiga specifics.

CONSTRUCTION ●●●●
Very solidly constructed. It should stand up to the slings and arrows of outrageous treatment.

VALUE ●●●●
It is significantly cheaper than other comparable monitors such as the Commodore 1942.

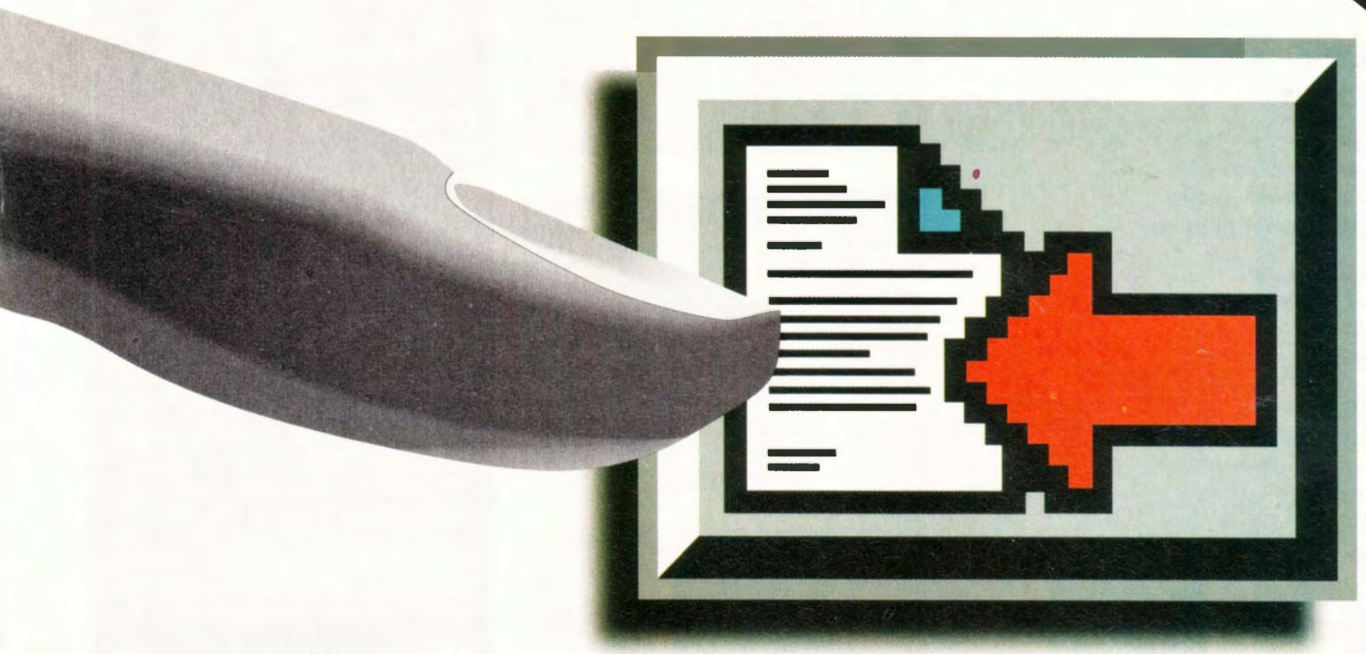
VERDICT

" A very impressive monitor. The extremely good picture quality, the strong colours and the inclusion of adjustable speakers, make this a serious competitor to the Commodore 1942. "

89%

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Can your Word Processor...

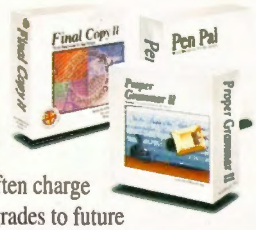
Output crisp PostScript™ font outlines on *any* graphic printer (not just expensive lasers), and was it supplied with over 110 typefaces? Import, scale, crop, view on screen and output structured EPS clip-art images (Final Writer is supplied with a hundred), again, on any printer? Also create structured graphics and rotate them along with *text* to any angle, giving you DTP quality presentation? Provide a huge range of printing options (eg. thumbnails, scaling, crop marks etc. on PostScript™ printers) and fulfil other advanced Word Processing functions easily such as automatic indexing, table of contents, table of illustrations and bibliography generation? With Final Writer, this is now available to you along with a list of features that just goes on and on. We know that you'll be impressed by this revolution in Amiga Word Processing, but don't be put off by it's advanced capabilities. With its complement of user definable Command Buttons and Superb Manual, Final Writer is simply one of the easiest programs to learn and use.

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AMF

MULTIFRAME

Confused by *AdPro*? Looking for a better way to automate image processing? Nick Veitch assesses MacroSystems' solution.

THE WONDERFUL THING about *Art Department Professional*, is that all the tools for image processing that you could ever desire are there. But the interface is not entirely friendly, and there is really no provision for animations, unless you count *FRED*, the rather limited add-on animation program.

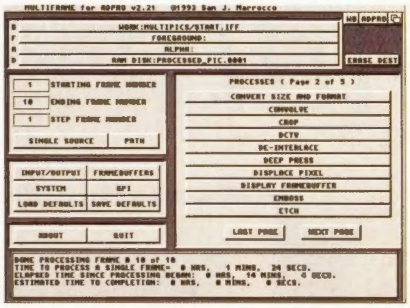
These are the problems that *Multiframe* hopes to address. The program runs in conjunction with *ADPro* or *Morph Plus*, and you must have one or other of these to use it. You must also have at least 1Mb of memory for *Multiframe* to run in, in addition to whatever memory *ADPro* takes up when loading the images you wish to process. It's a good idea to run *Multiframe* first, because *AdPro* (pre 2.5 versions) simply grab all the memory they can as you load them.

Once you begin you will find that *Multiframe* opts for the dull, but functional, 'lots of buttons on the screen' style of interface. This should not deter regular *ADPro* users because it is something they have had to put up with for many years.

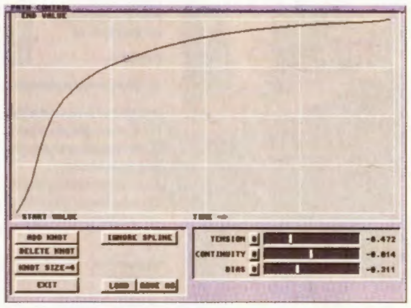
The top of the screen contains the gadgets which control the source and destination directories. If you are compositing images as you process them, you may also specify an alpha channel file and a foreground image here as well.

All the *ADPro* operators are invoked by clicking on one of the entries in the box on the right of the screen. Many of the operators come up with further parameter screens so you can specify values, such as the number of ripples, wave height, and so on. In many cases, you can define both start and end values, for when you are processing a sequence of images.

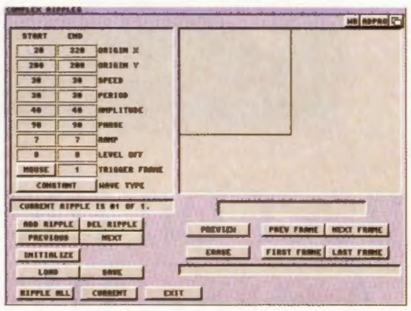
The values in between are calculated by *Multiframe*. The interpolated values can follow a straight 'tween' path or can be calculated along a spline curve.



***Multiframe*'s main control screen looks forbidding, but it works just as well as the *ADPro* interface.**



By altering the spline curve, the tweening values can be given different velocities.

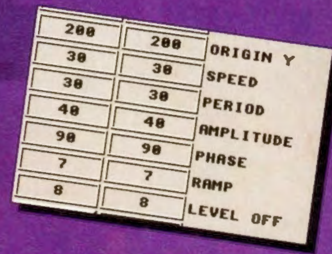


Clicking on an operator will bring up a further requester, so you can specify parameters.

Unfortunately, the program is a bit unstable when you do things that it isn't expecting – such as trying to perform an operation when you haven't selected a destination directory. This is a bit annoying because you are forced to shut down *Multiframe*, losing any options that you may have set up. OK, so you shouldn't really do it in the first place, but accidents can happen.

On the whole, though, this is an impressive piece of software which could be very useful for those involved in animation or video work. It is only really let down by a lack of polish.

MULTIFRAME



DESCRIPTION
ADPro script driver

MANUFACTURER
MacroSystem (US)

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£99.99

RELEASE
Out now

SPEED ●●●●
The scripts execute pretty promptly, you are only restricted by how long it takes *ADPro* to process the images.

MANUAL ●●●
The 80-page ringbound A5 manual contains all you need to know.

ACCESSIBILITY ●●
Not the easiest piece of software in the world to master, but it's about as easy to use as the original *ADPro*.

FEATURES ●●
The ability to process sequences is useful, but it is sadly limited to one process at a time. The software would have been more powerful if it had included more versatile scripting.

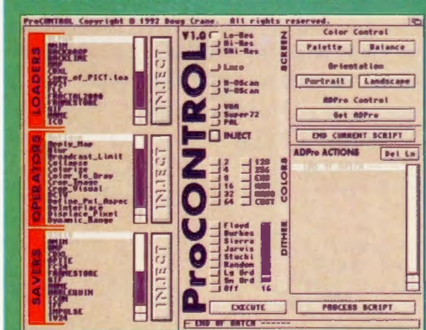
VALUE ●●●
Multiframe is £30 more expensive than *ProCONTROL*. For this money you would probably be better off writing your own ARexx scripts.

VERDICT

" Multiframe is very useful for people who spend a lot of time processing animations. But otherwise, its main competitor, ProCONTROL, is better value. "

61%

ALTERNATIVE SOFTWARE YOU COULD TRY



***ProCONTROL*, *Multiframe*'s nearest competitor, generates scripts which are processed singly or in batches.**

The nearest competitor to *Multiframe* is *ProCONTROL* (*AF*51, 80%, £69.95 from Meridian 081-543 3500). *ProCONTROL* works in a different way; buttons on its control screen correspond to *ADPro* operations, and when activated, generate a script file. When the script is complete it can be activated from the software and all the operations will take place.

ProCONTROL is very useful for processing several files in the same way, but it's not so good for processing sequences of frames, which is *Multiframe*'s strength. *ProCONTROL* cannot handle automatically updating operator parameters in the same way that *Multiframe* does, but if your image needs to go through several processes (such as a Blur, Negative and then Antique), then it is a single-scripting task in *ProCONTROL*, but a more complex operation in *Multiframe*.

Essentially, which program is best for you depends on if you need to work on simple operations on a sequence, or complex operations on a single frame.

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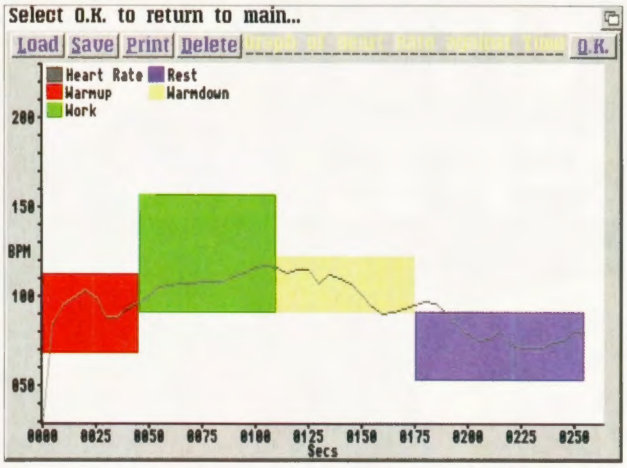
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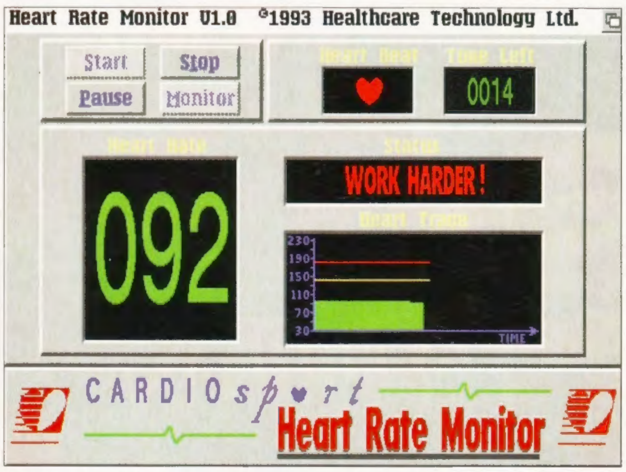
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You can break up your training schedule into as many periods of activity as necessary. Try to keep your heart rate within the bandwidths shown.



If you underperform, the software will tell you with a friendly message.

Heart TRACK

Does your ticker pitter-patter too lickety-split when you're exercising? You can work it out with Nick Veitch and his fitness program.

ABOUT FOUR YEARS ago, John Kennedy beckoned me into his bedroom to show me "something real neat". I followed, only to find that the object of his desire was a circuit board full of small components and a long lead with a rubber sucker on the end. The purpose? To measure the wearer's heart rate. "It's very nice," I said, "but what's the point?"

I now know that the point is to keep track of your fitness. When you are unfit, your heart rate increases much more when you exercise than when you are in good condition. It also takes longer to get back to normal, and when it does a normal, resting heart rate for a fit person is lower than that for an unhealthy one.

Fortunately, the days of sticking rubber things to your nipples are long gone and Healthcare Technology have come up with a slightly more hi-tech way of solving the problem. The electrode, now in the form of two terminals sunk into a rubber strap, fastens easily over your chest using an elasticated strip. A transducer, which converts the electrical charge into a useful electronic signal, is contained in a small module, which clips on to the belt provided. The unit is not active until connected, which saves on batteries.

The signal is transmitted to a small receiver connected to the serial port of the Amiga. The software then receives a signal every time a heart beat is detected. By timing the interval between beats, you can calculate your heart rate.

In the standard monitor mode, your heart rate is displayed in big letters on the screen next to a graph which plots your heart rate against time which is useful for assessing your normal heart rate at rest and during exercise.

You plan your fitness routine in the Program section. Here you set upper and lower limits for your heart rate during an exercise period. While you are training, the software displays a graph of your heart rate together with the limits you have specified. When you move into a different set of limits (for example, when progressing from the warm-up phase into the work phase) the new lines are displayed.

If you stray outside the limits, a warning appears on screen telling you to ease up, or more likely, to work harder. At the end of the session, you can call up another graph which colour codes the different target areas and overlays your actual heart rate to show you how well you did.

The third bit of hardware is the receiver unit. You don't have to wear it on your wrist, but performance becomes quite erratic when you are more than two metres away from it. This restricts its usefulness to exercises involving static machines, such as treadmills, cycling or rowing machines.

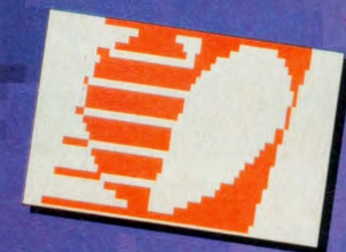
Aside from that, my only quibble is with the software, which could do with some polishing. For example, it could set up the heart rate limits for you, or at least give some assistance after testing your heart rate at rest and during moderate and heavy exercise.

Perhaps it could also ignore minor glitches. Being able to define bandwidths for your heart rate would prove very useful to those in training for long-distance endurance events, where sustained performance is more important than sudden bursts of power.



Keep abreast of your heart rate and plan a realistic training programme using the *Heart Track* software.

HEART TRACK



DESCRIPTION
Exercise software/hardware

MANUFACTURER
Healthcare Technology Ltd

DISTRIBUTOR
Healthcare Technology Ltd
0243 528800

PRICE
£94

RELEASE
Out now

SPEED ●●●
Well, it's faster than your heart rate anyway. There are no speed worries with this program.

MANUAL ●●
The manual is brief, but it does go through the basics of setting up the *Heart Track* software.

ACCESSIBILITY ●●●●
So simple to use that you should have no problems setting up and using *Heart Track*.

FEATURES ●●●
The *Heart Track* software could have been a touch more elaborate, but it does the job.

VALUE ●●●
A neat unit. Building your own would save money but would be neither as comfy nor as easy to use.

VERDICT

"Heart Track is a very useful tool for heart monitoring your heart rate although you are restricted by the range of the receiver unit. The software could have been polished up a bit to ignore minor glitches and to define bandwidths."

79%

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Now that you have got started with *InterBase* on the *AF* Coverdisk, you will have discovered what a great piece of software it is. But you can get much more out of it than there was room to tell you about in the *Amiga Format* Coverdisk instructions. In fact, you could write a book about how to get the most out of *InterBase*. So we did. If you want to discover in depth how to use the relational features properly, how to join files, unite records, update, create statistics and how to explore a large number of other weighty topics, you should consider getting this wonderful paper-based information storage and retrieval system, aptly titled the *InterBase* Manual. There are 70 pages packed with endless fun and a totally gripping ending. Order your copy now!

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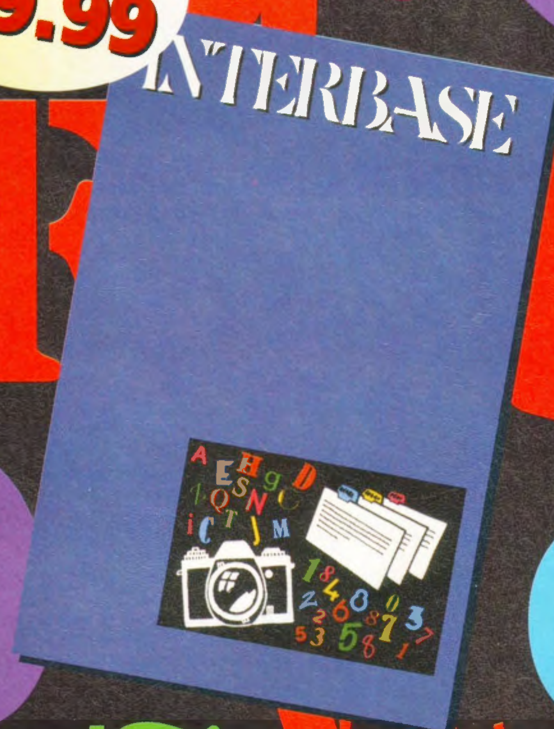
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This excellent word processor, with a huge dictionary may not have all the features of some of the latest page layout programs, but it is fast, efficient and friendly. Whether you want to write a note or create the greatest masterpiece of English literature since Steve Bradley's last game review, this program is more than able to cope with it.



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NEW STUFF

IMAGINE

U334 **MIXED IMAGINE OBJECTS 2** - Various objects for the Imagine 2 raytracing package.
U335 **MIXED IMAGINE OBJECTS 3** - As above.
U336 **MIXED IMAGINE OBJECTS 4** - As above.
U337 **MIXED IMAGINE OBJECTS 5** - As above.
U338 **MIXED IMAGINE OBJECTS 6** - As above.
U339 **MIXED IMAGINE OBJECTS 7** - As above.
U340 **MIXED IMAGINE OBJECTS 8** - As above.
U341 **MIXED IMAGINE OBJECTS 9** - As above.
T36 **ALIENS CONFIDENTIAL** - Alleged factual documents, interviews and stories about UFO`s and Aliens. Files come from all over the world. Very chilling.
G300 **V CHESS 2.0** - Superb Chess game. Many useful features. Recommended for casual and expert players alike.•NOT A500•
U342 **SUPER LEAGUE 3.4** - Powerful football league database and statistics analyser. You can even set up your own league tables. Records fine detail information such as who scored which goal and after how many minutes. Brilliant programme.
U343 **QUADRA COMPOSER 2.0** - Music composing software. Noisetracker compatible. Uses a more friendly approach rather some of the more cluttered screens common with many others, but just as powerful •NOT A500•
G301 **TURBO ICE HOCKEY** - 2 Player Ice Hockey game. •NOT A500•
G302 **DINOWARP** - Dinosaur quiz game.
U344 **DELITRACKER V13.7** - Music module player. Supports 50 different formats. All the well known formats and many of the more obscure ones too. •NOT A500•
U345 **REORG V3.11** - Disk optimiser. Speeds up disk operations (floppies or hard drives) by rearranging the data on the disk for optimum performance. •NOT A500•
G303 **ORK ATTACK** - Protect the kingdom from the marauding Ork`s. Loads of blood!!!!
U355 **POWER LOGO 1.3** - Logo programming language with Arexx support.
D184 **FULL MOON** - Stunning new demo from Fairlight. •A1200 ONLY•
D185 **FATAL MORGANA** - Superb original demo. Includes a tribute to MTV's Beavis and Butthead. •1200 ONLY•
U347/348 (2 DISKS) **TEXTURES** - Texures for Real 3D 2 & Lightwave.
U349 **MT COPY** - Disk copier that checks for viruses while it duplicates.
U350 **TELE TITLE 2** - Video titling. Lores version.
U351 **TELE TITLE 2** - Video titling. Hires version.
U352 **TELE SCROLL 1** - Video scrolling.
U353 **TERMINUS 2.0d** - One of the top three shareware modem communications packages. Latest release.
U354 **LYAPUNOVIA V1.5** - Fractal creator. Similar to Mandelbrots, but not quite. Very good.
G304 **DELUXE GALAGA** - Fabulous shoot-em-up with bonus levels, power ups, and sexy graphics. •NOT A500•
U356 **MILITARY CLIPART 1** - Large bitmap images, many are larger than the screen. Autoboots as a slideshow and mouse scrolls picture to see the entire clipart. Use with Dpaint and DTP.
U357 **MILITARY CLIPART 2** - As above.
U358 **MILITARY CLIPART 3** - As above.
U359 **MILITARY CLIPART 4** - As above.
U360 **MILITARY CLIPART 5** - As above.
U361 **MILITARY CLIPART 6** - As above.
U362 **MILITARY CLIPART 7** -As above.
U363 **MILITARY CLIPART 8** - As above.
U364 **MILITARY CLIPART 9** - As above.
U365 **MILITARY CLIPART 10** - As above.
U366 **TRONI-CAD** - Schematic CAD package. Electronic circuit boards etc..
G305 **ESCAPE MOUNT DOOM** - Animated Role Playing game.
G306 **METAL MOTION** - Operation Wolf type shoot-em-up. Armed with a machine gun and loads of enemy. Brilliant, the best of the genre doing the PD circuit. •NOT A500•
G307 **DART** - Darts game. For one or two players. Practice and Tournament levels, Amateur and Professional. Eight computer opponents.
G308 **QUACKERS** - Cute platform games starring a duck.
U367/368 (2 DISKS) **DICE C V2.5** - Stands for Dillions Intergrated C Environment. Complete C programming language. Not easy to setup but comprehensive instructions provided to help you get started, even beginners. CLI knowledge helps.

FINAL FRONTIER
STAR TREK & THE NEXT GENERATION
Disk magazine for all Trekkie fans. Loads of news, reviews and interviews. Plus music and graphics. All five disks for only £6.99 inc. ISSUE 6

ASSASSINS GAMES COMPILATIONS 1 - 154, IN STOCK.

EDUCATION

E55 **COMMUNICATE** - Translates sign language, morse code, braile, flags, etc.. Good learning tool.
E59 **STAR VIEW** - Displays all the stars, planets, and constellations. With zoom facility.
E16 **CHESS TUTOR** - Four programs that take you through the rules to taking part in historic matches.
E52 **COLOUR THE ALPHABET 2** - Learning game for infants. Includes Digitised speech. V.good.
E41 **FRACTIONS** - Teaches and tests you on (+)ing, (-)ing, (x)ing, and (/)ing with fractions.
E49/50/51 (3 DISKS) **DESKTOP GUIDE TO MUSIC** - Everything you ever wanted you know about electronic music. •NOT A500•
E44 **THE MATHS ADVENTURE** - Maths problems integrated into an adventure game.
E60 **CODE MUNGUS** - Highway Code testing program. Strange name but a brilliant bit of software.
E69 **ASTRO 22** - Astrology plotter programme for horoscopes.
E58 **DESERT STORM HYPERBOOK** - How the war was won. Includes maps.
E46 **LITTLE TRAVELLER** - Useful information on the Worlds popular travel spots. For holiday makers.
E23 **TOTAL CONCEPTS - ASTRONOMY** - Lots of interesting facts and digitised stills.
E24 **TOTAL CONCEPTS - DINOSAURS** - All about prehistoric Earth.
E65/66 (2 DISKS) **TARRO MASTER** - Tarro card tutor and prediction software.
E17 **PROJMOT** - Plots a graphic path of a projectile.
E3 **WEATHERMAN** - Weather Forcaster.
E18 **BIORHYMS CALCULATOR** - Displays your personal biorhyms graph for any month of any year.
E30 **GCSE MODULE 1** - Maths study disk.
E12 **UNITS** - Speed, time, weight, length, angles, force, density, volume. Measurement conversions.
E33 **ELEMENTS v2.3b** - Interactive periodic table for chemistry.
E36 **STEAM ENGINE** - Cross section animation of a steam engine. See how they work, with labels.
E37 **FOUR STROKE PETROL ENGINE** - Cross section animation of a car petrol engine.
E42 **GAS TURBINE ENGINES** - Cross section animations of an old and modern turbine jet engines.
E54 **STIRLING ENGINE** - Cross section animations of the Stirling engine.
E56/57 (2 DISKS) **AMERICAN FOOTBALL** - Comprehensive illustrated rule book of this sport.
E68 **KIDS DISK 2** - Maths Maze, Beat Sheets, Shape sorter. Edutainment games.

BUSINESS SOFTWARE

U312 **BUDBASE V1.2** - Simple to use database.
U311 **EASY CALC PLUS** - Commercial quality spreadsheet. Loads of features. •NOT A500•
U324 **JcGRAPH 1.0** - Ex-commercial graph plotter. 25 different type of graphs, even 3D ones.
U310 **PAY ADVICE DATABASE v3.00** - Payslip database. Shareware demo version.
U303 **INVENTORY v2** - Stock control, staff wages database and general database all in one.
U135 **600 BUSINESS LETTERS** - A letter for every occassion. Job applications to complaints.
U273 **ACCOUNT MASTER v2.1** - Very powerful personal finance accounts programme.
U204 **CHEQUE BOOK** - Keep a track on your cheque account. Nice and easy.
U242 **LAST WILL AND TESTAMENT** - Ready prepared wills to cover endless situations.
U209 **FORM REALLY UNLIMITED** - Invoice and form designer with print facility.
U166 **BIZCALC** - Loan and mortgage calculator.
U304 **TEXT ENGINE v3.4** - The best shareware word processor. With intergrated spell checker.

GRAPHICS UTILITIES

U1 **ULTIMATE ICON DISK** - Edit, draw your own Workbench icons. Import graphics from IFF paint packages. Loads of example icons included.
U3 **M-CAD** - The only PD Computer Aided Design programme. Pretty good.
U9 **C LIGHT** - Ex-commercial raytracer, now shareware. Easy to use.
U62 **SCENE GENERATOR** - Fractal landscape generator. Produces realistic mountain landscapes with water, clouds, snow, etc...
U115 **LAND BUILD** - Another powerful fractal landscaper.
U102 **AMIGA FOX** - Desktop publishing package.
U142 **FREE PAINT** - The best PD IFF paint proggy.
U208 **CYCLOPS** - Plasma picture generator. Colourful and weird effects.
U271 **POLYED** - Animation creator. Uses polygons to allows large animations on low memory Amiga's.
U190 **GATORS GRAFIX GALLERY** - Tips on how to produce professional logos.
U289 **MINI MORPH** - Picture warping and morphing programme. Supports 16 colour pictures.
U286 **KIDS PAINT** - Simple, easy and functional art package for youngsters.
U306 **ELECTRONICS CAD** - Schematic designer. PD demo version.
U211 **CAPTIONATOR** - Scrolling text video titler.
U187 **MOBED 2** - Sprite drawing and animation editor. For coders.
U154 **AUDIO ANIMATION** - Animation studio with onion skin facility. Sound samples can ba assigned to any frame.
U54/U55 (2 DISKS) **VIDEO UTILITIES** - Collection of useful video titling tools.
U285 **sMOVIES** - Video titling tool. For adding scrolling text to videos. Text can scroll up or down and across the screen. Plus some other xtra fx.
U295 **MIXED IMAGINE OBJECTS** - Loads of Star Trek objects and military hardware objects for

CLIP ART

U236 - Photo copiers, Office, Men at work.
U230 - Food.
U224 - Sign boards, Star Trek, Christmas.
U223 - Sports, Transport, Work.
U221 - Anatomy, Buildings, Christmas, Holidays.
U220 - Animals, People, Places.
U218 - Cartoons, Construction, Religion, School, Weddings.
U100 - Teddy bears.
U96 - Easter, Christmas, Jungle Animals, Famous faces.
U95 - Zodiac signs, Computers, Symbols, Logos, Sport.
U251 - Babies, Furniture, Space, Skeletons.
U233 - Christmas.
U229 - Cars, Flowery decorations, Cupid, Hearts.
U227 - Palm trees, Party invites, Maps of Europe, Postage stamps.
U226 - Wild west, Crowds of people, Frames, Signs.
U225 - Fancy letters, Cars, Cute Animals.
U222 - Music, Silhouettes, Symbols, Teddy bears.

MUSIC TOOLS

U178 **COMPOSER** - Traditonal music composing with notes and staves.
U314 **OCTAMED TUTOR** - comprehensive manual for struggling Octamed users.
U371/372 **DRUM KIT SAMPLES** - Countless drum samples, snares, bass, toms, claps, cymbals, etc..
U325 **OCTAMED V2.0** - The best PD music sequencer around. Quite complex, but well worth the effort.
U183 **PROTRACKER** - Another good music sequencer.
U256 **ST-05** - Sound samples and intruments for use with either U183 and U325.
U257 **ST-11** - As above.
U258 **ST-50** - As above.
U259 **ST-87** - As above.
U260 **ST-88** - As above.
U261 **ST-89** - As above.
U262 **ST-91** - As above.
U263 **ST-92** - As above.
U264 **ST-93** - As above.

DISK UTILITIES

U281 D-COPY 3.1 - Powerfull disk backs up software.
U215 FREECOPY 1.8 - Backs up 100's of game titles.
U283 **LOCKPICK** - Similar to Freecopy but supports some other different titles - around 450.
U158 **NOERRORS** - Formats hard drives and floppies with hard errors (physical damage to surface) and hides them so data will not be written or read from the bad tracks. Saves you money, useless disks can now be used.
U94 **MRBACKUP** - Hard drive backup software.
U327 **DISKSALV 2** - Corrupt data recovery. Undeletes files, validates disks, reads badly corrupt files and rewrites them, etc... •NOT A500•
U328 **MAVERICK COPIER** - Another powerful games copier. Well over four hundred games supported.
U329 **EPU HARD DRIVE STACKER** - Increases hard disk space upto 50% using special compression libraries which compress files written to the disk. •NOT A500•

MIXED UTILITIES

U291 **RELOKICK** - Downgrades your A500+, A600 or A1200 to Kickstart 1.3. Very reliable compatibility ratio when used to run many A500 only titles. Even works with many commericial games. Essential.
U301 **A-REXX MANUAL** - Extensive manual on the A-Rexx programming language. Many example scripts.
U206 **RACE RATER** - Horse racing predictor.
U294 **POOLS TOOLS** - Football pools predictor.
U323 **FOOTY** - Football league database. Presents various types of statistics, plus match predictions.
U316 **MAGIC WORKBENCH** - Give your Workbench a cosmetic face lift. Changes the icons and a choice of background patterns.•NOT A500, REQUIRES A HARD DRIVE•
U293 **PARBENCH** - Amiga networking software. Allows communications and comtrol bewteen two connected Amiga (even CDTV) computers.
U353 **TERMINUS 2.0d** - Excellent modem communications software.
U300 **NCOMM 3.0** - Lastest version of this incredibly popular communications package. Very easy to setup. Great for beginners.
U267 **SPECTRUM EMULATOR V1.4** - Run Spectrum games on your Amiga. Load in software via a sampler. Games can then be saved to disk.
U241 **CANON PRINTER DRIVERS** - Bubble Jet drivers for the following models: CanonBJ30, CanonBJ10-20, CanonBJ300-300.
U239 **STAR PRINTER DRIVERS** - 9 and 24 pin printer drivers for the Star range of printers.
U103 **MESSYSID II** - Transfer files to and from Amiga DOS and PC MSDOS disks.
U313 **AGA UTILITIES** - Loads of utilities for A1200 owners. Includes a number downgrading tools.
U274 **CG FONTS COLLECTION VOL.1** - Scalable Compugraphic fonts for word processors and DTP that support this format. High quality.
U275 **CG FONTS COLLECTION VOL.2** - As Above.
U276 **CG FONTS COLLECTION VOL.3** - As above.
U308 **CG FONTS COLLECTION VOL.4** - As above.
U318 **BLITZ BLANKER** - Brill screen blanker written in Blitz Basic, includes source code. Comes with a variety of modules. Best used with a hard drive.
U368/369 (2 DISKS) **SCALA BACKGROUNDS** - Hi-res backdrops for use with Scala.

U163/164 (2 DISKS) **A64 PACKAGE** - Commodore 64 emulator. Run C64 games on your miggy. •NOT A1200•
U146 **AMIGA SYSTEMS CHECKERS** - Suite of Amiga system performance testers and diagnostic analysers.
U112 **AMOS WORD SQUARE SOLVER** - Locate those elusive words.
U111 **GOLFSCORE** - Golf score database. Keep a computerised record of your results.
U7 **GHOST WRITER** - Intro demo writer. Also include your own music modules.
U180 **BROWSER II** - Superb directory utility. For transfering files etc.. Editable pull down menus.
U188 **EDIT KEYS** - Keymap editor.
U269 **DART MACHINE** - Computer dart scoring.
U290 **CHARACTER GENERATOR** - Advanced Dungeons and Dragons character generator. Every rule is realised by the programme for character creation. Also will print out the character sheet.
U280 **LEMMINGS II HARD DRIVE INSTALLER** - Install Lemmings 2 on your Hard drive. •NOT A500, REQUIRES 1.5 MEGABTYES OF RAM•
U302 **AMOS NCOMMAND** - Design Workbench 2.0 style front ends for your Amos programmes. Saves as Amos source code. Save yourself hours of coding.
U307 **AMOS PRINTER ROUTINE** - Creates GFX printer printer routines for Amos projects.
U248 **NOAH'S BEGINNERS GUIDE TO THE AMIGA**. -Tutorial for complete beginners. Based on the A500 but loads of universal information for all models. Also covers hardware like, modems, hard drives, and printers.
U240 **AMOS LESSON 1** - Easy Amos tutorial. Focuses on basic screen commands, giving many examples (interactive) on how they work and for what purpose they can be used for.
U173/174 **NORTH C** - Complete C programming environment.
U355 **POWER LOGO 1.3** - Logo programming language.

DEMOS •A1200 ONLY•

D153 **RETINA** - Energetic rave music with flashy effects. Turn down the lights!!!
D157 **MOBILE - DESTINATION UNKNOWN** - Spectactular vector demo.
D159 **LETHAL EXIT** - Long running vector based demo. Light sourced vectors and tunnels....
D160 **TROJAN - TECHNO TRACKS II** - Rave demo from the US of A.
D172/173 (2 DISKS) **ORIGIN** - This demo has everything. Wonderful visuals.
D149 **PLANET GROVE** - Very eye catching.
D158 **NOP AGA** - Little demo from Hungary.

DEMOS

D161 **FAIRLIGHT 242** - Twenty nina megabytes of graphics compressed onto one disk. Incredible. Cool rave demo. •A500+ & A600 USERS REQUIRE FAST RAM OR RELOKICK•
D181 **SANITY ARTE** - Who needs AGA with cool demos like this. A must.
D148 **STATE OF THE ART** - One of most graphically impressive music demos ever.
D140/141 (2 DISKS) **RSI TIME ZONE** - Awesome megademo.
D174/175 (2 DISKS) **NINE FINGERS** - Superb dance rave demo. From the creators of State OfThe Art. Incredible.
D171 **EXTENSION** - One of those demos you`ll want to watch over and over again.
D111 **FRACTAL FRENZY** - Mandlebrot demo. Fast real-time calculations.
D90 **SESPOIR** - Pretty classy demo.
D77 **MELTED EXPERIENCE** - Recommended for all serious demo colectors.
D65/66 (2 DISKS) **SILENTS BLUE HOUSE** - Strange combination of a Thrust clone and loads of music tracks. V.good. •NOT A1200•

MUSIC DEMOS

M137 **DIGITAL DEBUSSY VOL 1** - Five haunting piano renditions of Claude Debussy, By Rob Baxter.
M138 **DIGITAL DEBUSSY VOL.2** - More piano suites.
M139 **CLASSIX** - Music of three famous composers: Handel, Bach, and Pachelbel.
M134 **RHAPSODY IN BLUE** - Popular jazz music. From the Galaxy chocolate advert!!!
M130/131/132/134 (4 DISKS) **THE A-Z OF C64 SONGS** - Hundreds of classic Commodore 64 tunes from games. Many from the top game music composers of that era. Great stuff.
M129 **TOCATA & FUGUE IN D MINOR** - Well known popular classical music piece - but no one seems to know the name? •NOT A500•
M125 **MUMBO JUMBO** - Decent music and intersting visuals. Things fly all over the place.
M122 **GOSPEL KARAOKE** - Sing a long to the words and sampled music.
M119 **TECHNO WARRIRORS** - Rave for over 24 minutes.

SLIDESHOWS

S88 **FORGOTTON** - Riveting fantasy artwork.
S87 **TERMINATION PICTURE SHOW 1** - Hand drawn characters from 2000AD and the DC comics.
S86 **CAT SLIDESHOW** - Digitised cute and fluffy kitties.
S85 **NAM SLIDESHOW** - Snaps from the Vietnam war.
S73 **GULF WAR SLIDESHOW** - What hardware was used in the conflict.
S67 **NAGEL SLIDE** - Hand drawn pictures of seductively dressed ladies.
S47 **HAM PICTURES 1** - Models in swim suits.
S99 **JURASSIC PARALLAX** - Many vicious dinosaurs.
S98 **SATURNE 93** - Well drawn artwork, from Manga art to fantasy art.
S91 **MANGA WORLD** - Needs no introductions, the cult japanese cartoons.
S92 **AKIRA** - More Manga pictures.
S100 **FERRARI AGA** - Fast sports cars. •A1200 ONLY•
S94 **NIGEL MANSELL AGA** - Nige in his Formula One racing days with Williams. •A1200 ONLY•
S93 **REVELATIONS** - One of the best hand drawn slideshows ever. Amazing attention to detail.

GAMES

G282 **MEGABALL AGA** - Superb arkanoid clone in 256 colours. A real quality game by any standard. •A1200 ONLY•
G288 **NUMERIX** - Excellent board game for 1 or two players. A hybrid of Tetris, Dominos, and Scrabble.
G273/274 (2 DISKS) **STARBASE 13** - Sci Fi graphic adventure. Uses point and click interface used by such games like Monkey Island.
G222 **CHESS GAMES** - 2 very well programmed chess games: GNU Chess •NOT A500•, and Chess 2.0 (for all Amiga's). Includes 10 top Chess tips on how to play succesful Chess.
G280 **BLACK DAWN** - 3D parspective dungeon game with an Alien Breed scenario.
G37 **SEALANCE** - Submarine wargame.
G183 **BOUNCE & BLAST** - Very playable platform blasting game. Brilliant cartoon sprites.
G193 **HELLZONE** - Shoot-em-up like R-Type.
G200 **FIGHTING WARRIORS** - 1 or 2 player martial arts combat game. Large well animated characters with numerous moves including a couple of special moves.
G205 **TOP OF THE LEAGUE** - Soccor management game.
G210/211 (2 DISKS) **TALISMAN** - Huge icon driven graphic adventure. •REQUIRES 2 MEGABYTES•
G212 **FRUSTRATION** - Text based adventure. Loads of depth.
G224 **OBLIVION** - Fast moving defender clone.
G226 **MORIA V5.4** - Massive RPG, Dungeons and a town to explore. Hours of play.
G229 **GIGER TETRIS** - Tetris with 256 colours. •A1200 ONLY•
G290/291 (2 DISKS) **GEORG GLAXO** - Amazing platform game from Germany.
G237 **BACKGAMMON** - Computer version of this board game. One or two players.
G241 **IMPERIAL WALKER** - Take control of an X-Wing fighter and stop the Imperial Walkers from reaching the Allied HQ. 3D Game.
G246 **WIBBLE WORLD GIDDY** - Amazing platform puzzle game similar to the budget Dizzy games.
G299 **HIGH OCTANE** - Overhead racing game for 1 or 2 players. Masses of features and best graphics in a PD racing game.
G238 **TETREN** - Tetris game with themed levels. Takes the theme one step further.
G271 **JELLYQUEST** - 3D Isometric puzzle game.
G168 **OTHELLO** - Good version of the board game. Computer player is a real tough customer.
G276 **THE GREAT ESCAPE OF BILLY BURGLAR** - Lovely little platform game. Help Billy escape from the spotlights.
G68 **INSIDERS CLUB** - Stockmarket game. Better than it sounds. Very polished addictive game.
G177 **CRAZY SUE II** - Very popular platform adventure game.
G35 **JAR** - Crystal Castles clone. An old arcade game a bit like Pacman with raised platforms. 3D isometric. A real cassic PD game.
G183 **TREASUE ISLAND** - Treasue search game for youngsters.
G286/287 (2 DISKS) **EXORCISM** - Sinister graphic text adventure in a haunted house.
G283/284/285 (3 DISKS) **KLONDIKE DELUXE AGA** - Fantastic card game, Each card shows a different 256 colour picture. Glamourous ladies.
G296/297 (2 DIDKS) **MOTOROLA INVADERS** - Shoot-em-up for AGA. •A1200 ONLY•
G254 **THE LAST REFUGE** - Entertaining medieval shoot-em-up.
G255 **AMOS CRICKET** - Cricket game.
G256 **SHANGHAI** - Oriental tile board game.
G257 **DELUXE PACMAN** - Great Pacman clone. Much improved over the original. Includes power up items besides the normal power pills.
G256 **BONDMINE #13** - Boulder Clone at it`s best. A game not to be missed.
G268 **SLAMBALL** - Futuristic American football management game. Based on Speedball.
G269/270 (2 DISKS) **18th HOLE** - Awesome golf game.
G239 **RAID III** - Game produced using the Shoot-em-up construction kit. Superb graphic detail make it about the best PD game created using this designer. Looks a bit like SWIV.
G139 **CROAK** - Frogger clone. 2 player mode lets you race against a friend at the same time. Great laugh.
G142 **BATTLEMENTS** - Rescue Esmerelda in this Hunchbeck clone.
G158 **BRAIN BALL** - Look looking original puzzle game. Requires great skill, so it's pretty tough.
G240 **BILLY THE DRAGON** - Easy going cute blaster for kids.
G196 **CAG** - Produces graphic adventure games, no porgramming knowlege required.
G88 **21 GAMES** - Chinese Checker, Amigatration, Cosmoroids, Peg puzzler, Tic tac toe, Bally III, Backgammon, Up and down, Deluxe Hamburger, Kamikaze chess, Egyptian run.... And loads more...

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QUALITY! AMIGA PUBLIC DOMAIN AND SHAREWARE SOFTWARE

Code	Title
U1217	Text Engine V4.1 (P) (Y) - Latest version, best got better!
U1152	Octamed V2 (P) (Y) - 8 Channel Sequencer
A0506	Demon Download (2) (P) - Don't worry it's only a demo by Silent
P0478	Road to Hell (P) (Y) - 2 Meg overhead Driving game!
U1183	Copiers Unlimited (WB2r) - Includes DCopy V3.1, FreeCopy 1, Maverick copy etc
U1208	Code Manager V5.7 (P) (Y) - Driving test/tester
P0509	Star Trek Next Gen Trivia (2) (P) (Y) - Trivia game based on Star Trek
U0076	Messysid V2 (P) (Y) - Transfer PC files to Amiga disk
U097	Sid V2 (P) (Y) - Forget the cli, use this!
U1031	Engineers Kit (P) (Y) - Diagnostic software, includes sys info
U1163	Ming Shu (P) (Y) - Chinese Astrological Program
P0507	Star Base 13 (2) (P) (Y) - Graphical adventure game
U1108	Octamed Sampler (P) (Y) - Samples for Octamed
U1222	Octamed Tutor (P) (Y) - Help Disk
M042	LSD Jesus on E's (2) (P) (Y) - 2 drives required, 27 minutes of stunning graphics and sound! Please state computer
P0502	Necessary Roughness (2) (P) (Y) - American Football sim.
P0491	Mr Men Olympics (2) (P) (Y) - Decathlon game
A0530	Last Stand on Hoth (4) (P) (Y) - 3 Meg animation
U1195	Asi Back to School 1+2 (2) (P) (Y) - Educational programs
A519	Vanish Monoxyde (NP) (NY) - Released at W.O.C Show
A576	Hemroids Music Melody (2) (P) - Great music comp
A595	Elenium Devious (2) (P) (Y) - Very good music disk, good presentation
P475	Boulderdash game
P359	Top of the League (P) (Y) - Football management sim.
G099	Manga Slideshow (2) (P) - Very good slides
P198	GCSE Maths (P) (Y) - Good aid
U077	Super Duper V2.02 (WB2r) - Excellent disk back-up system
P0418	Top 100 PD Games (7) (P) (Y) - If you are bored get this pack
A548	Trogan Techno Tracks II (P) (Y) - smashing techno demo
A570	Tri Misery Demo (P) (Y) - Very good quality production
A0072	Odyssey (5) (P) (NY) - 23 minutes 3D space demo, stunning
P434	Iron Clads (2) (P) (NY) - Naval Battle
P511	Amosloadsomeny (P) (Y) - Fruit machine sim
U0681	Spectrum Emulator V1.7 (P) (Y) - Work better under (WB2/WB3)
U1233	Grapevine Issue 18 (3) (P) (Y) - Amiga disk mag, loads of articles
P0505	Kiss the Canvas (P) (Y) - Huge sprites, Boxing game preview
V1231/V1232	No sampler Utils 1+2 (2) (P) (Y) - Music utils
A0589	Spaceballs 9 Fingers (2) (P) (Y) - If you like Spaceballs S.U.4 get this, it's their second megademo
U1193	Game Tamer V4.59 (P) (Y) - Latest version, full of cheats
P348	Olympiad (2) (P) (Y) - Lemmings Olympics
U116	Jr Comms 1.02 (P) - Comms. Software
U0984	Pools Wizard Jr (P) (Y) - Get this to increase your chance of winning
APD180/181	Dungeon Deliver (P) (2) - Adventure game
G173	Slidemania 1 (P) (Y) - Slideshow
U1130	Electronic Word (3) - Old & New Testament
U1134	Octastuff Music - Contains tunes
U1173	Start of the Art (2) (P) - Graphic utils
U1228	Mug Drumkit Sampler 1+2 (2) - more samples
P500	Junior Maths (P) (Y) - Simple maths program
U754	Eye of the Beholder 2 Hint Book (2) (P) (Y) - Help for the game
U1037	D-Solve (P) (Y) - Crossword creater/solver
U1000	Superview V2.4 (P) (Y) - New slideshow maker, includes slides for etams
U400	4D BBS - Amiga BBS Software
U427	Trans Amiga (3) - Amiga BBS Software
U548	C Eyes Dos 2.05 Utils (WB2r) - Utils
AMA	Amateur Radio (25) (P) - 25 disk full Amateur/Comms software
U111	Assassins Printer Disk (P) (Y)
P445	Kids Paint Box (P) - Paint Package
U1101	Zipbench (2) (P) - WB Replacement
M385	Chaos C64 Tunes (P) (Y) - Best of C64 tunes
U177	A64V2 Emulator (P) (NY) - Emulate to C64
U333	A64 Data Disk (2) - Data disk for the C64 Emulator
P412	Wacko in Wonderland (P) - Very decent platform game
U1056	Steelplayer V1 (P) (Y) - Standalone module player like noisetracker
U1032	NFA Nes Cheat Book (P) (Y) - Full of text, cheats
U1061	Vox Samples 1+2 (2) (P) (Y) - Various samples load through tracker
P143	Science Collection (4) (P) (Y) - Element etc
U1068	Programmers Toolbox (P) (Y)
U1052	Visual Intensity Mag (P) (Y) - Disk Magazine
P0395	Hotseat Football Management (P) (Y) - Football management sim.
U0998	Tiny Tiger Hard Drive Utils (P) (Y) - Hard-drive utils
U1110	Guide to Music (P) (Y) - Guide
U1223	Magic WB (P) (Y) - Transform your WB
P515	Skid Mark (P) (Y) - Demo version of new 4x4 rally game
A143	Static Chaos (P) -Silent demo
A562	May Day Resistance (P) (Y) - Techno, Techno, Techno
U1088	Dean Crunchers (P) (Y) - A-Z of crunchers
P499	Read & Learn (2) (P) (Y) - For the kids
P495	Atom (2) (P) (Y) - Discovery of the atom, read all about it
P045	Kids Educational (3) (P) - Includes Spellbound, Heirlabook etc
B011	600 Business Letters - Load through a text/DTP/editor
U944	Numpad - A600 Only, emulate numeric keypad
U1191	Menumaster 3 (P) (Y) - Provide you a front end for a disk/hard drive
A554	Pygmy Extension Demo (P) (Y) - Verg good demo
U450	Printer User Pack (4) - Handy pack full of useful printer utils
U1230	Casio Commun. (P) (Y) - Allows you to link Casio organiser to Amiga. Includes software, diagram for cable
P503	Big Will & Troll Game (P) (Y) - Platform Game
A593	Jesus on Cheese (NP) - Techno/rave demo
P512	Ork Attack (P) (Y) - Adventure/Arcade game
P513	Operation Firestorm (P) (Y) - Like Green Beret, preview
P504	Excellent Cards & Mancala (P) (Y) - 4 new card games
U1234	CDTV - CD32 (P) (Y) - Link CDTV keyboard to a CD32

A1200 ONLY

Code	Title
U311	PC Task V2.03 - PC Emulator
P0414	Klondike AGA (3) - Very good card game, 256 colours on screen
P0415	Motorola 2 AGA (2) - Invaders game, good sample
U1132	A1200 WB Hacks - loads of useful hacks
U0970	A1200 WB Screens - AGA WB screens
U0959	Sleepless Nights
M0383	Mirage Subliminal XTC (2) - Rave for A1200 users
U1006	AGA Software 1 - Includes: agatest, Amigantsc, bblank, checkaga, cycle to menu, doublex, Forcevga, gif-datatype, pkludge, ppshow, rend 24, vt, wbverlauf
U1007	AGA Software 2 - Includes: Degrader, palettereq, porray
U1008	AGA Software 3 - A4091 patch, alert timer, bestid, clouds, ham 8-Jep, newpop-4, ntsc4ntsc, patch pointer, pcx datatype, plasma, smc
A0481	Team Hoi AGA demo
A0500	Mindwarp - Planet groove
A0557	Panta Rhei - A1200 Demo, 3D effects
U0958	Winblen AGA - Fractal Generator
P224	Giga Tetris - Tetris game
G0112	Cynostic AGA - Slideshow
P0473	U-Chess - AGA 4 meg chess game
G0169	Magic Slideshow 1 - A1200 Scti slides
G0170	Magic Slideshow 2 - A1200 Scti slides
A0583	Chromagic AGA demo - Music demo
U1128	New WB3 + Superkillers - Virus killers for A1200
U1236	Lyapunovia V1.5 AGA - Fractal generator very good
G143	Nightbreed slides (2) - AGA slides
G172	Nightbreed 3 slides (2) - AGA slides
M384	Bio Mechanoid Symphony No.1 - Good music demo
A592	Xanadu AGA, Explicit 2
P510	Megaball V3 AGA - Like Arkanoid on C64
A591	Vivid Abstar Pig AGA - Good demo with overscan screens
A594	T Map AGA - Requires Joystick
P497	Mental Image Games 1+2 (2) - A1200 compatible games
A582	French AGA - Paint of sale very good demo
G0149	Ham 8 2 pics
U1190	RP Prep Program - Format/prep your HD, good for A1200
U0906	NFA Utils
P0506	Mad Fighter AGA - PD version of Streetfighter clone - choice of 4 fighters
G0166	Manga AGA (4) - Pics

ORIGIN AGA
Stunning new demo for AGA machines, nice graphics, vector, tunnels, sound and graphics. Order Code A595 (2)

9 FINGERS
Spaceballs 9 Finger, rave/techno demo, similar to Spaceballs S.O.A but much better, more stunning graphics/Anim and music. Order Code A589 (2)

JIGSAW
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KISS THE CANVAS
PD version of this wicked Streetfighter clone choice of 4 fighters. Great sound effects and graphics. Order Code P506

NEW STUFF

Volcano AGA
Scan is Lame (2) AGA
Channel 2 Issue 1-3 (3) AGA
Asi Virus Killers
Yahtsee
Asi Multivisions AGA
The Ultimate Quiz
Mini AGA Slider (2)
Aeshetica AGA
Strange (2)
Access AGA Demo (2)
Nemesis
Parbench
Asi Back to School 3
Minimorph VI
Full Moon AGA
Kefrens Interchange AGA
Origin AGA (2)
Beyond Belief AGA
Clairvoyance
EPU Disk Stacker
A Trip to Deep Base (2)
Musically Challenged
Dragon Compilation
Dithell in Space
Lyapuvia Pics
Re Org V3.11
Super Dark VI.5 (WB2+)
TOADO
Lemon Groovy
Maxi life/Spendwise
Prod Cad Electronic VI
Soldering Disk
Silicon Journal
Heliopolis AGA 100%
French Verb Tester
Professional Bingo
Scala Background 1+2 (2)
Neural Assault
Mean Machine (4) 3-5 + Meg
A Day at the Races
Sanity - Arte
Rayworld AGA (3)
Nova - "Sorry" AGA
Protext 6 Demo
Oniform V1.1
Zom - 4 AGA - Dish Mag
People Clip Art (4)
Symbols Clip Art (2)
Animals Clip Art
Aircraft Clip Art
Kids Disk 3
Ice Runner
Depth Charge
Rink a Drink
BBC Emulator
Fast Food AGA
Dream Trippin
Relokick V1.4
Mellow Grabber Music Vol 2 A15
Virus Checker V6.34
Home Budget 1.3
Portfolio V2.19
UN - Sensible Soccer
Captain Bonus
Georg Glaxo (2)
Sound Collection 1
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G6036 (P) Total War (Perfect version of The Risk board game)
G6042 (P) Super Pacman 92 (the best ever)
G6051 (P) Bridge (Card game - A1200 version included)
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G6056 (P) Cash Fruit (probably the best fruit machine ever!)
G6064 (P) Solitaire Sampler (5 Full Versions of the Card Game !)
G6066 (P) (2 Disks) 18th hole (The best golf game available !)
G6073 (P) Megaball 2.1 (Latest Breakout - V.Good!)
G6074 (WB3 only) (2 disks) Motorola Invaders (AGA Space Invaders)
G6077 (P) Road to Hell (Excellent racing game)
G6078 (P) High Octane (Good car racer game)
G6079 (A1200 only) AGA Megaball (AGA Arkenoid)
G6080 (P) Shanghai 93 (Latest Dragon tiles)
G6081 (P) Moria 5.4 (excellent RPG - Huge!)
G6082 (P) Galactoid (Great Galaxians Clone)

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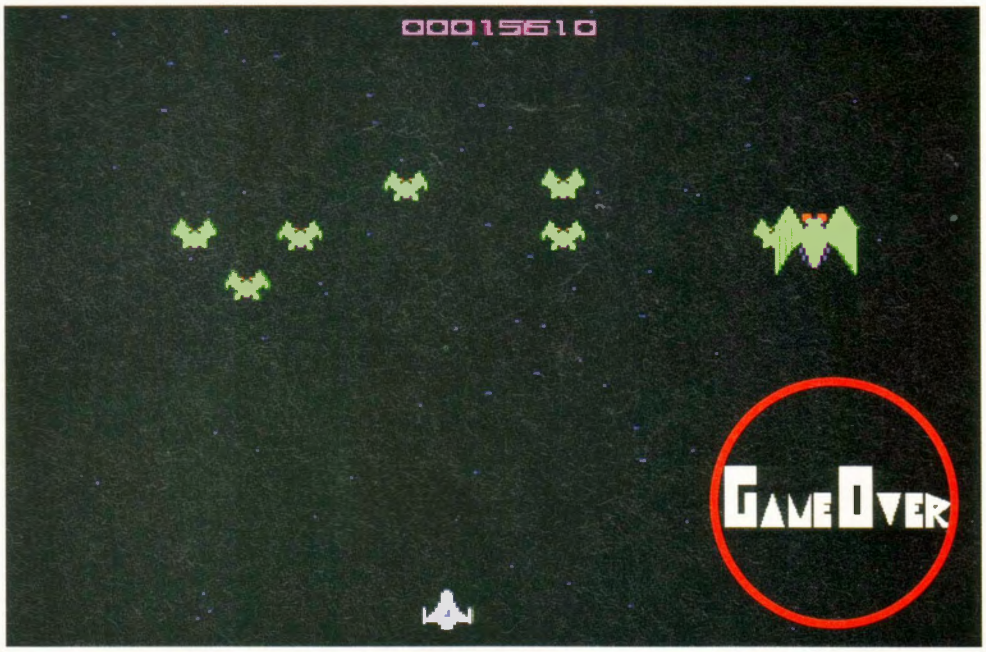
PD Update

In his search to track down the best of the new Public Domain games and unearth the most compendious utilities, Richard Baguley leaves no stone unturned. Even though we told him he would be much better off looking in dedicated PD libraries. Take it away Dickie...

SOMETIMES THE OLD ideas are the best, and you don't get much older or better than this one. **Galaga Deluxe** (Ground Zero G304) is loosely based on an old BBC game, but it basically boils down to shooting a lot of aliens for no good reason (as far as I could fathom) in a fashion distinctly reminiscent of *Space Invaders*.

As with any good game of this genre, there are a variety of power-ups which fall down the screen, although some of them do more harm than good. As you proceed you will come across different types of aliens, including some that take several shots to kill and some particularly mean big ones. There's also a meteor storm section, where you have to guide your ship through the storm, picking up meteors with scores on for extra points.

This is a well put together game, with smooth graphics and excellent sound effects. *Galaga Deluxe* can be played on any Amiga, because you can choose a chipset and CPU option to match your machine. *Amiga Format* subscribers are lucky enough to have this game on their Subscribers' Superdisk this month.



My what a big *Galaga Deluxe* alien he is. Or perhaps it's a she. How do you tell? I dunno. Let's shoot it anyway.

Scribble Utilities Volume 11 (Scribble PD) is a somewhat eclectic, but thoroughly useful disk of utilities in this on-going series. The disk contains no fewer than 17 different utilities ranging from icon-makers to Workbench 3 utilities via fractal cloud generators.

Many of the utilities are accompanied by source code, so you can dissect the programmers' work at your leisure. The more useful utilities on this disk include *Snoopy* (a piece of software which tells you which programs are trying to access which libraries), *RexxOpt* (which optimises your ARexx scripts) and *EditKeys* (a program which enables you to create your own keymaps).

Moving on to keys of a different sort, those of you who received last month's Coverdisk program *Music-X* will no doubt be enjoying writing music and creating your own concept albums. Although it's a fine program, *Music-X* can take a bit of getting used to and therefore is not the easiest program to use if all that you want to do is create a simple drum track. This is where Malcom Lavery's **Sonic Drum Kit** comes into its own.

Sonic Drum Kit is designed especially for creating simple drum tracks. It's very easy to use, with the drums on the top strip of the screen and the drum pattern in the middle. You add drum beats by clicking on the grid, and delete them by using the right mouse button.

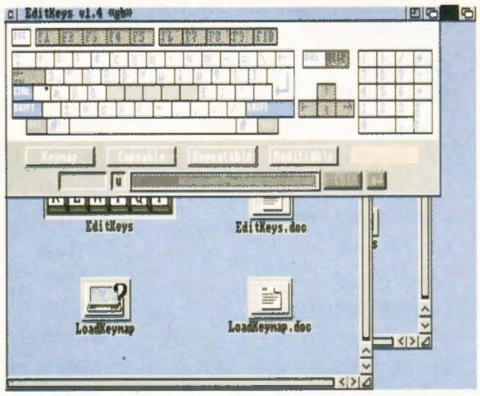
The length of the patterns is limited only by the amount of memory you have, so you should have no problem creating long drum sequences with a couple of megabytes of memory.

This is only a demo version, so unfortunately you can't save your creations, but the full version of *Sonic Drum Kit* (which costs £5 from the author) allows you to both save patterns and create your own drum sets. The full version also includes the full AMOS source code. The demo includes a range of sounds, from drum sounds to handclaps.

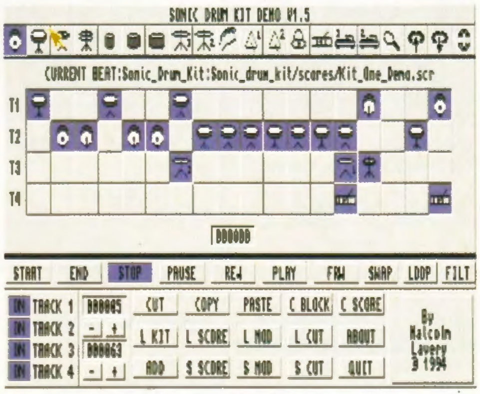
Screen blankers are nothing new on the Amiga, but what makes **BlitzBlanker** (Ground Zero U318) different to most is that it was programmed using the *Blitz Basic* language, a version of which was included on the *AF*52 Coverdisk.

BlitzBlanker includes a wide range of blanking modules, most of which are similar to those featured on the *Superdark* screen blanker program. *BlitzBlanker* needs Workbench 2 or above, but it runs as a commodity, so you can throw it into your WBStartup drawer and forget about it.

Continued overleaf ☛



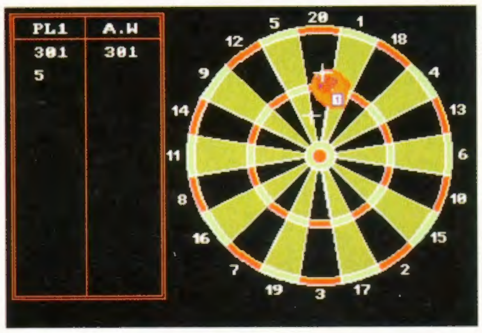
Ever fancied confusing your friends and neighbours by moving keys around? Do so with *EditKeys*.



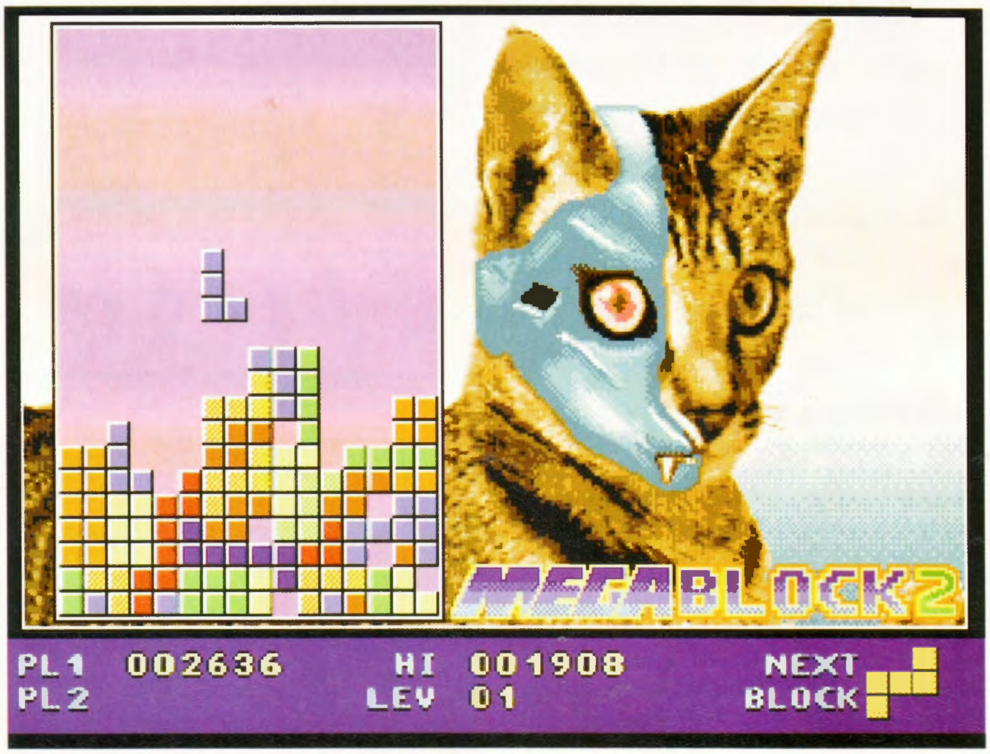
Sonic Drum Kit – not a small blue hedgehog, but an easy way of creating drum patterns for your latest album.



How about a nice fish tank on your screen? *BlitzBlanker* could give you endless hours of fun...



It may not be the most graphically stimulating game on earth, but the Assassins *World Darts* is quite fun.



That cat looks very uncomfortable. But so would you if you were squashed up with all those blocks. *Megablock 2* includes a variety of strange backgrounds for you to look at just in case you get bored when you're playing.

The source code for both the programs and the modules are included, so you can learn how to write a commodity in *Blitz Basic* as well as find out how to program your own modules.

The Assassins PD group have struck again with the release of **Assassins 156**, the latest disk in their large collection (Roberta Smith ASS156), which contains three games: *World Darts*, *Quackers* and *Karate Champ*. The first, *World Darts* is a pretty good darts game, in which you use the joystick to guide a shaky hand around the board, pressing the Fire button to throw your arrows.

Quackers is a rather poor platformer which features a duck trying to pick up various pieces of fruit. It's quite cute, but not particularly engaging, and it ran very jerkily on my A3000.

The final offering is *Karate Champ*, an AMOS beat-em-up which leaves a certain something to be desired. It's not that it's a bad game, but it's never going to make a console freak set fire to his *Streetfighter* cartridge.

Long before *Streetfighter* was ever thought of, *Tetris* was keeping games players up into the wee, small hours. **Megablock 2** (17 Bit 2992) is basically a *Tetris* clone, and it's not a bad one, although the music is maddeningly irritating. There's a good range of difficulty levels and a couple of added extras such as bombs which blow up some of the blocks. There's nothing hugely original about this game, but it is a very faithful conversion and is extremely playable.

MAG.E (17 Bit 2987) is a new disk magazine, specifically aimed at fantasy and sci-fi fans, with a series of articles on subjects which include TV programmes such as *Doctor Who* and *Red Dwarf*. There is also a variety of stories, including a rather amusing 'what if?' about a crossover between *Red Dwarf* and *Star Trek: The Next Generation*.

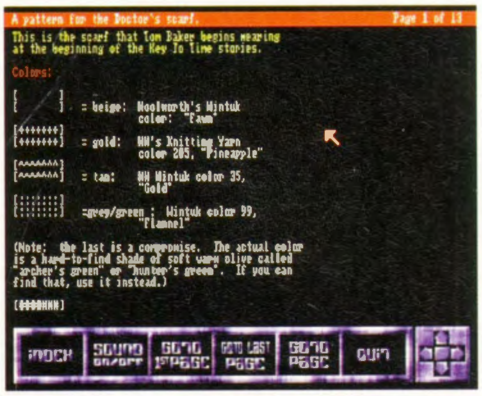
The magazine is mostly text-based, although there are a couple of illustrations and a knitting pattern for the multi-coloured scarf that Tom Baker made famous in *Doctor Who*.

Finding your way around the various articles is pretty easy, because the magazine uses a standard type of interface, with several buttons on the bottom of the screen which control moving around and turning the soundtrack on or off. This is a reasonably good magazine, which will no doubt appeal to the many Amiga-using sci-fi fans who are out there somewhere.

Tiny Tots (F1 Licenceware F1014) is another educational program from the fast growing F1 disk collection, You could argue that it is not strictly PD, and you would be right, but I've included it because it only costs £2.99. In fact, *Tiny Tots* is a simple educational package written by Gina Mears which is designed to help younger children learn about numbers and letters.

It is divided into three sections: sounds, letters and numbers. The sounds section is composed of a screen with a number of icons, each of which kicks off a relevant sample when you click on it. For example, if you click on the train icon, a train whistle sounds. The numbers screen works on the same principle – clicking on one of the numbers brings up the number of small pictures of birds, snails and blocks.

The letters section of is the best. Clicking on a letter brings up a drawing of something which begins with the relevant letter, so you get ladder for l, dog for d and bus for b. It's like a colouring book, but with the bonus of pressing buttons and moving the mouse, which kids love doing.



Fancy making your own *Doctor Who* scarf? It's easy if you follow this knitting pattern featured in *MAG.E*.



Snowly does it. If I is for Igloo, G is for Goldfish and Z is for Zebra, is A for Amiga?

TOP 10 GAMES AND UTILITIES

Every month, we peruse the best-seller lists of a prominent PD company. This month, it's:

CHOICE SOFTWARE (061-881 8994)

1 Communicate	ED 060
2 Wonderland	GA 456
3 Klondike AGA	GA 496
4 Printmaster Plus	GR 144
5 Bad Format	UT630
6 AGA Tetris	GA461
7 Spatial Hyperdrive	GA503
8 Tele-Titler	GR 127
9 GCSE Maths	ED046
10 ASI Disk Helper 2	UT638

WHERE TO GET THE DISKS IN THIS ISSUE

SCRIBBLE PD: 2 Hillside Cottages Burstall, Suffolk IP8 3DY. 0473 652588.

MALCOM LAVERY: 20 Shakespeare Ave, Orgill, Egremont, Cumbria CA22 2HF.

ROBERTA SMITH PD: 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE.

17 BIT SOFTWARE: 1st floor Offices, 2/8 Market St, Wakefield, West Yorkshire WF1 1DH. 0924 366982.

GROUND ZERO SOFTWARE: 4 Chandos Rd, Redland, Bristol BS6 6PE. 0272 741462.

F1 LICENCEWARE: 31 Wellington Rd, Exeter, Devon EX2 9DU.

PD Special

WHAT DO YOU THINK?
Are demos too boring? What do you think?
Drop a line to us at:
Amiga Format
Demo Zone
30 Monmouth Street
Bath, BA1 2BW

Steve Bradley has watched hundreds, no thousands, of PD demos, and something is really bothering him. Go on Steve, get it off your chest mate.



Ray World **proves that random images can be effective if they are both sophisticated and original.**

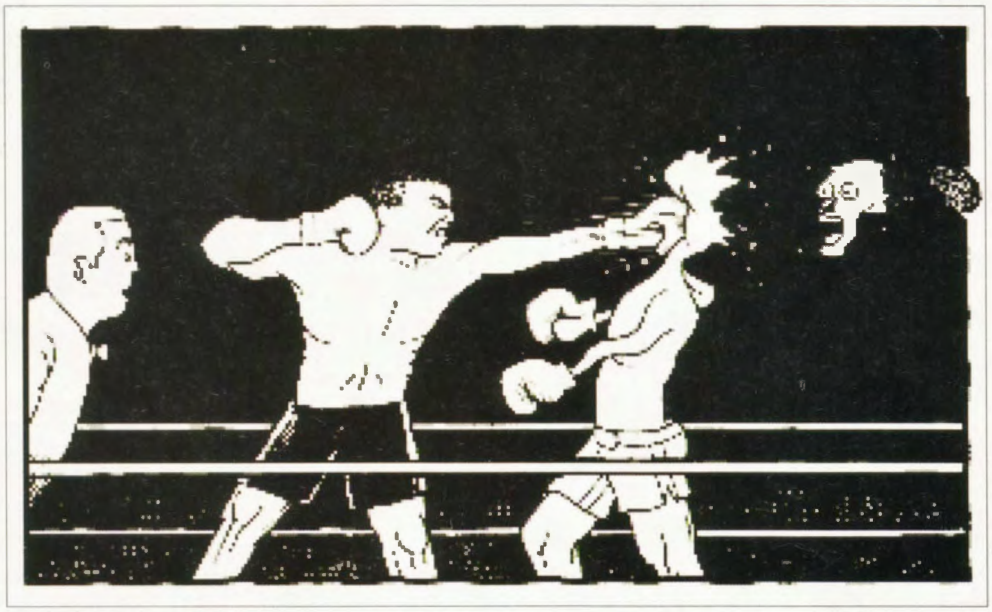
SADLY, I'VE GOT a small admission to make. Occasionally it can be a chore. Not every month you understand; and don't go getting ideas that I'm not grateful because I am. It's just that sometimes I want a little bit more, shall we say, variety, which is, we are oft told, the spice of life.

Let me enlighten you. Every month, PD libraries across the nation send in demos by the truckload to the *AF* offices and we check them out and tell you whether they are any good. That's our job, and heck, we enjoy it. Wouldn't you?

The pile can be split into three basic categories: demos – visual imagery backed by a music track; animations, and slideshows. By far the most prevalent are the demos and these usually consist



Spaceballs' follow up to *State of the Art* is a lesson in how to produce a fantastic rave demo. Funky and fun.



Simple and original, *Unpleasant Ways To Die* is an entertaining slideshow. No fancy tricks, just good humour.

of a mish mash of reasonably clever effects (dotcapes and fractals) backed by a bland rave track.

Not that there is any particular theme you understand, it seems that the basic idea is to demonstrate to folk what great effects the Amiga is capable of and show your mates what a clever bloke you are. And try to win party competitions.

There are some great demos which mix and match the imagery (check out *Ray World AGA*, which has some fine robots and includes the guest appearance of a Rubik's Cube), but most are as dull as a shopping list. Simply tick off the usual effects as they appear.

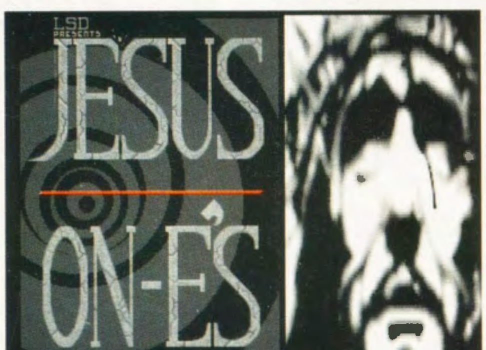
Unfortunately, this doesn't make for great repeated viewing. Few demos match the standards of *State of the Art*, *Jesus On E's* and *Nine Fingers*.

It's not only linear progression that is missing from demos, there's another ingredient which rarely makes an appearance - humour. The words 'po' and 'faced' spring to mind when you watch many demos. Images of skeletons in helmets and naked women astride enormous dragons abound.

Surely it is possible to showcase the Amiga's capabilities, produce an interesting and entertaining demo and still win competitions at parties? Paul Henderson's *Suicide Man* animations are a case in point. Technically, they are not the most sophisticated of examples but they are funny. The slideshow, *Unpleasant Ways To Die* is but a simple collection of line drawings but it got more reaction in the office than a dozen demos.

Why? Because they are original. Of course, there are many poor examples of animations and slideshows but at least they traverse a wider subject matter than most demos.

So what we want is a little more innovation, a little more thought – some kind of narrative progression wouldn't go amiss either. And please, more variety.



Flashy, swirling graphics synchronised to an tremendous backing track earned *Jesus On E's* many plaudits.



Standard demo fare, *Menace* has a shopping list of effects which is as impressive as it is tedious.



Tell us a story. Make us laugh. But lay off the swirling dotscapes and Suicide Man might be tempted to live on.

SEASOFT

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ASI 152 - Klawz, Dictator 2, Big Willy and the Troll
ASI 153 - Exit 13, Beetle
ASI 154 - Wackman, Bobs Garden, Kaboom
ASI 155 - Megablock, Digger, Crazy Clock
ASI 156 - World Darts, Quacker, Karate Champ
ASI 157 - Fatal Mission, Strikes and Spares
ASI 158 - Scrabble, Tordo, UChess III
ASI 159 - Driving Maniacs, Smidge, Colour Change
ASI 160 - Bingo, Electrex

GAMES

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DEMOS

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ALCATRAZ - ODDESSY (5)
(Not A1200) Amazing demo
BAIT MASKING (1)
Eric Schwartz demo
DESERT DREAMS (2)
Mega demo from Kefrens
GET FROGGED (1)
Superb anim - singing frog
JESUS ON E'S (2)
Acid demo (2 drives)
PINK FLOYD (6) (2 drives)
Classic Mega demo - The Wall
RAGE ALCHEMY (2)
Excellent demo
REVELATIONS (1)
Quality slideshow
UNSPORTING (1)
2 Meg anim A10/Tank amusing

A1200 ONLY

A1200 INTROS (1)
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Brilliant AGA slideshow
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The very first AGA Demo
HOI DEMO 2 (1)
KLONDIKE (3)
AGA patience game
K RHODES SLIDESHOW (1)
Fantasy slideshow
MANGA SLIDESHOW (4)
Famous Japanese artwork
MAGIC WORKBENCH (1)
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MAGIC FACTORY (2)
Excellent Star Trek slideshows
MEGABALL 3 AGA (1)
Excellent version
MIRAGE SUBLIMINAL XTC (2)
Excellent acid demo
MOTOROLA INVADERS (2)
An AGA space invaders game
NIGHTBREED VOL 1 (2) VOL 2 (2) VOL 3 (2)
Excellent AGA pictures
POINT OF SALE (1)
Stunning AGA demo
SLEEPLESS NIGHTS 3 (1)
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SPACEBALLS 9 FINGERS (2)
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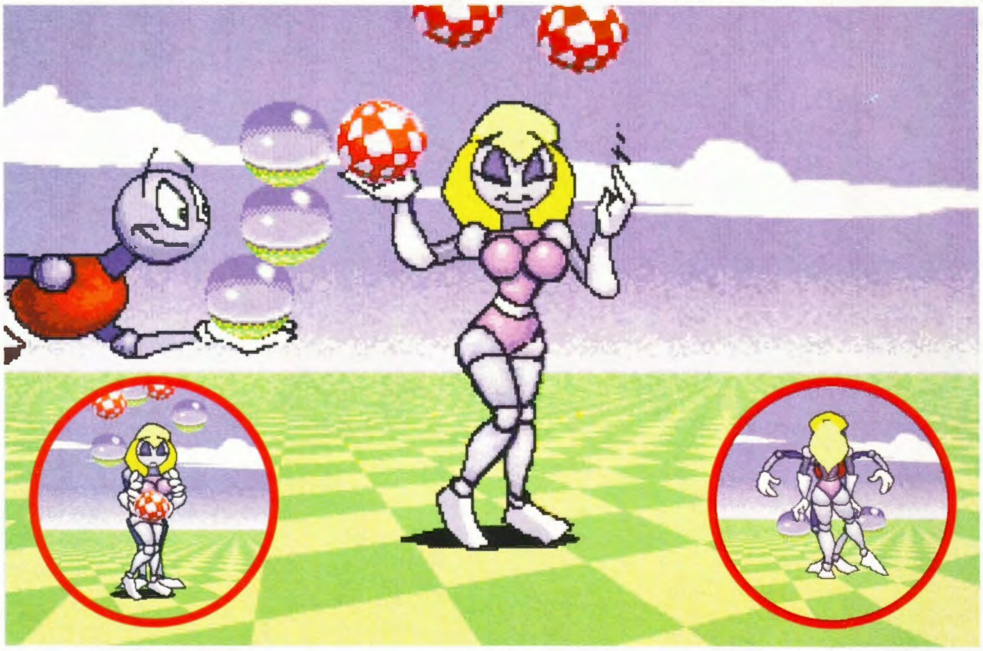
Every month we are inundated with hundreds of PD demos which we gather together and put on Stephen Bradley's desk. A few days later young Bradley emerges from behind the pile of disks to bring you this: the definitive guide to the best of the PD demo scene...

PD Demo Zone



SOMEONE FROM FRANKIE Goes to Hollywood once said: "Welcome to the Demo Zone". Or something like that. So welcome.

Kicking off this month is an animation from that doyen of the Amiga anim scene, Eric Schwartz. **Juggette 3 – Balls of Wrath** (Roberta Smith DTP, ES126) tells the tale of a female juggler with certain, ahem, assets, shall we say, other than her ability to keep balls in the air. OK, she's got large breasts and some chap comes along, feels 'em and gets a knee in the groin for his troubles. It's very short (it loops) and not his best anim, but if you're a Schwartz fan, you'll get it anyway. And, as the protagonist says, it's a cartoon. And you can do anything in a cartoon.



When some dork feels he can join the keepy uppy, in *Juggette 3 – Balls of Wrath* it's nice and kneesy does it. Ouch!



Yes, *Bodyshop*, but not Anita Roddick, just a woman in a rather fancy swimsuit. Makes you think of summer eh?

If you like to keep abreast of the **Bodyshop** series, versions six and seven (both AGA and from Telescan) are now out. The scant costume dramas show less of the female form than many demos knocking around – there are even a few famous faces to identify. Good quality, but for aficionados.

You've seen the series, gasped at the athletic ability – and that's only the presenters, now look at some tiny pictures of the cast in **Gladiators AGA** (Telescan). Hurrah! I'm not sure what the point is, and there must be few out there who want to look at a picture of John Fashanu clutching a microphone. Give it the elbow.

Few demo titles are so succinct but this demo from SCALA is called **Not Again** (AGA only, Cynostic, D0590). It's the way I often feel when ploughing through the month's releases. Fortunately, it's a tad misleading, for *Not Again* is rather more interesting than most.

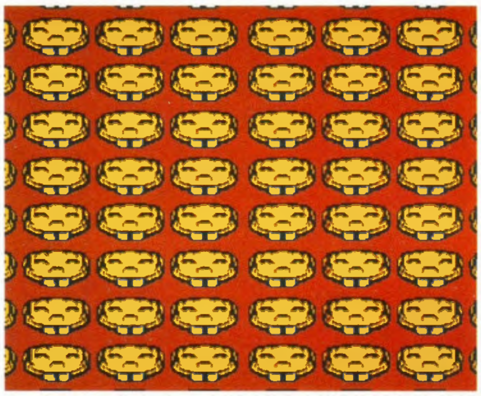
The backing track has more than a hint of Jean Michel Jarre, though whether that's a good thing I'll leave you to decide, but it makes a pleasant change from the usual technotronic beat, and at times it's visually resplendent – particularly when the ducks make an appearance. No use of the words 'techno' or 'radical' and there's not a dotscape in sight. Hurrah!

Polychrome (Cynostic, D0591) is a collection of six music tracks which closely resemble the incidental music on those films you really wish you hadn't bothered renting from the video shop. There is nothing to look at and the best that can be said of *Polychrome* is that it makes riveting frog noises between tracks. Oh, and that it would be really cool name for your girlfriend.

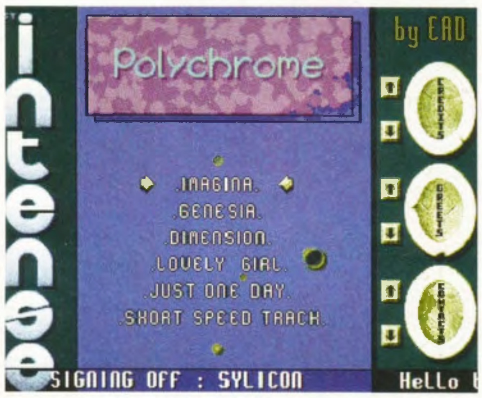
Speeding across the sky like a supersonic rocket spaceship-type thing comes **Snake Rider AGA** (Sensational Software, demo). The doors of the mothership open and out shoots the rather fetching craft, flying across terrain that resembles



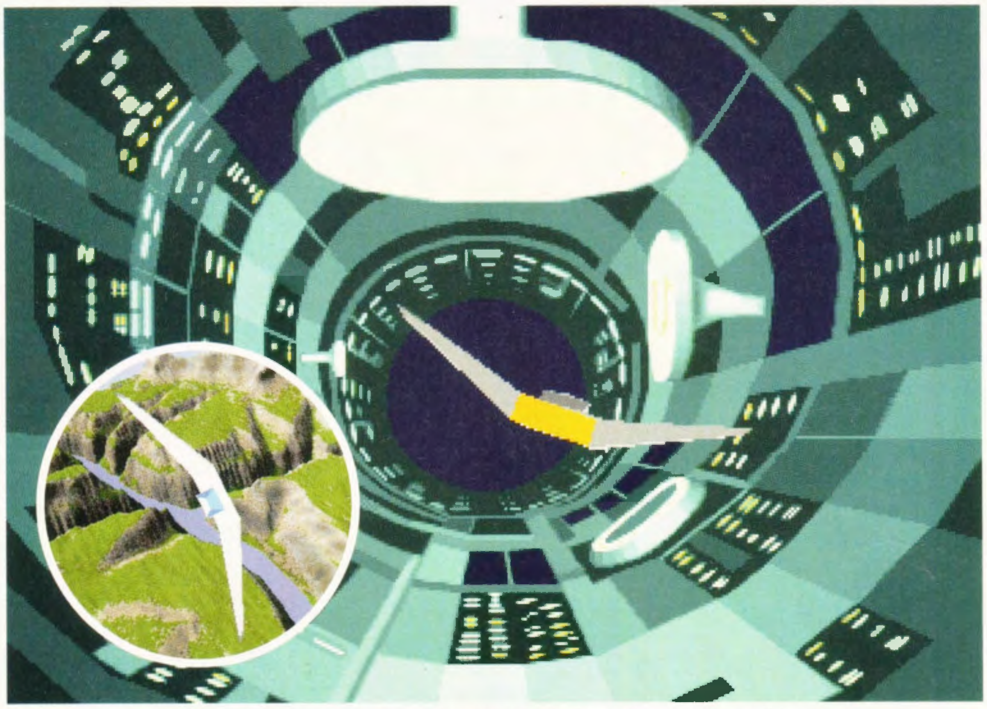
Ulrika introduces *Gladiators* in front of a giant domino but John Fashanu will elbow his way into shot shortly.



Not Again is the title. Judging by the expression on the faces, it's the mood of the moment as well. Cheer up!



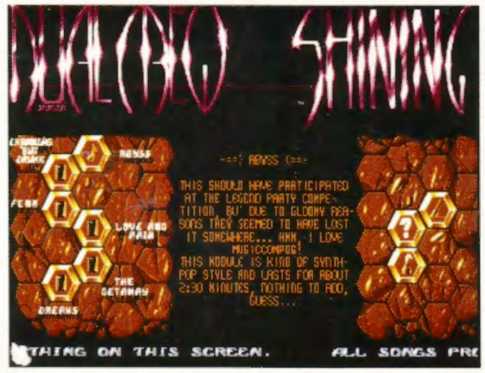
Inspirational is not a word one would use to describe Graham Taylor, or the music demo *Polychrome*.



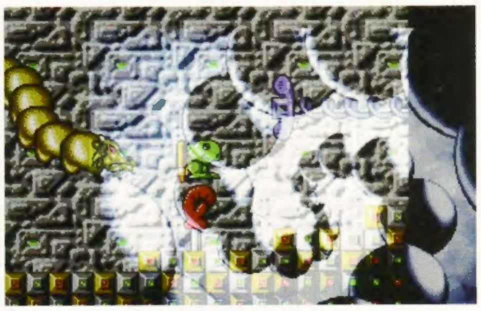
It's not easy keeping up with *Skywalkers* next door but *Snake Rider* is as pleasant as a sandblasted frontage.



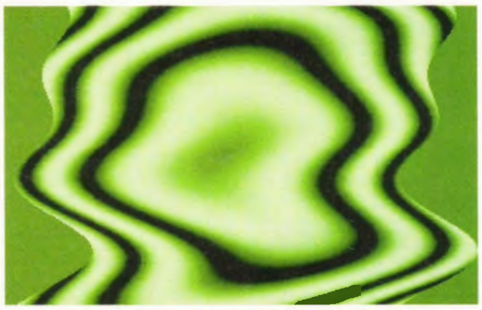
Any minute now one feels that Yosamity Sam might make an impromptu appearance in *Explicit II*. But no.



Chromagic is not the ground-breaking batch of synth pop tunes the world is waiting for, more's the pity.



Planet Groove is the place where worlds from far away go to dance of a Friday night. That's what I was told.



Well, what can you say about *Agatha*? It looks as if someone from *Scooby Doo* is about to have a dream.

hitherto unexplored parts of Wales. And it looks great. Although it's short and the backing track is worse than dire (no, not Strai... oh forget it!), *Snake Rider* looks superb and if you're interested in spacecraft and unexplored bits of rural Wales, it's a fine choice.

Well here's a fair Paul Danielsian box of tricks and no mistake. And hey, who wants (or needs) linear progression when you can look at a whole mishmash of effects, especially when they're done this well? **Eradication AGA** (Cynostic, D0593) suffers from a dreadful soundtrack but the dot tunnels and 3D cubes make up for it. Yeh, we've seen it before but it's rarely done this well.

Silly Anims (Lazer PD) are indeed very silly. In fact, most of them are so totally obscure as to warrant serious semiological analysis. So here goes. It's crap, but the one where the bloke wees into his mate's glass and he thinks it's lemonade is quite tremendous. Drinks it too, he does. Ha ha.

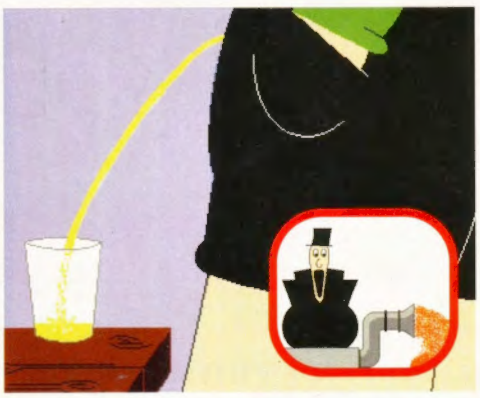
Explicit II (Sensational Software, AGA demo) starts slowly (usual vector business), but has a fairly decent ray-traced rotation section. If you liked *Grease*, I'm not sure you'll like the music.

'The world's first true AGA demo', announces the credits. The intro to **Planet Groove** (Lazer PD, AGA demo) opens impressively – similar to the old *Wonderful World of Disney* series with the fireworks. No Mickey Mouse production this, though. Split into acts, *Planet Groove* is quite spectacular in parts, repetitive in others but, overall, a worthy project.

Chromagic AGA (Sensational Software) is a music demo – a collection of dull synth pop tunes which have no further part to play in this month's Demo Zone. Shame on you. Now shoo!

This one probably does not refer to ace crime novelist Christie, more's the pity. Probably something to do with chips. Anyway, **Agatha** it is (Sensational Software, AGA demo), and you'd be hard pressed to detect anything of anything other than fleeting interest here.

The little grey cells are struggling with the backing track, for sure. But there are one or two nice effects, and the use of colour is excellent, for about five seconds, anyway. It's very short though and if you like lager, drink some now. It takes away the pain, apparently.



If you've ever drunk lemonade in Cumberland, or seen *Silly Anims* you will recognise the colour. Mmm, tasty.

TOP 10 DEMOS

Every month, we peruse the bestseller lists of a prominent PD company. This month, it's the turn of:

CHOICE SOFTWARE IN SHEFFIELD

1. Nine Fingers, Spaceballs D468
2. Full Moon AGA, Virtual Dreams D476
3. We Shave, Razor 1911 D524
4. Arte, Sanity D462
5. A1200 POS. D439
6. Origin AGA, Complex D461
7. Rayworld AGA, Deform D473
8. Rave Nation M128
9. Revelations Slideshow D509
10. Baywatch Erika Slideshow AGA D523

WHERE TO GET THE DISKS IN THIS ISSUE

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SENSATIONAL SOFTWARE, 30 Housefield Crescent, East Herringthorpe, Rotherham, South Yorks 565 3PZ.

ROBERTA SMITH DTP, 190 Falloden Way, Hampstead Gdn Suburb, London NW11 6JE, 081-455 1626.

TELESCAN COMPUTER SERVICES, PO Box 1, Thornton-Cleveleys, Lancs FY5 1SH, 0253 829292.

LAZER PD, 21 Tavistock Road, Launceston, Cornwall PL15 9HF, 0566 775164.

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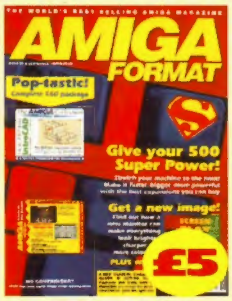
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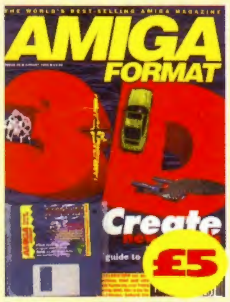
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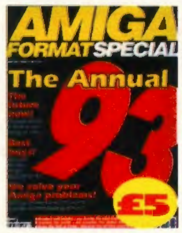
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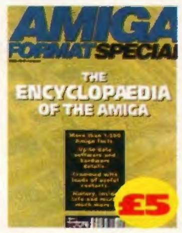
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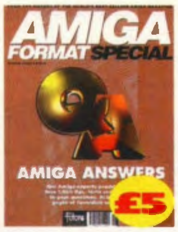
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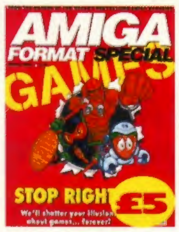
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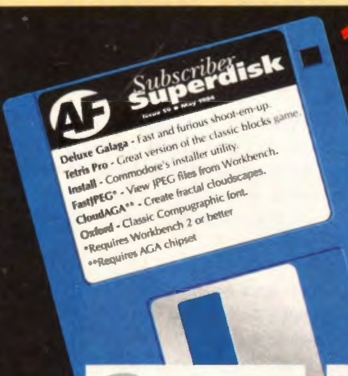
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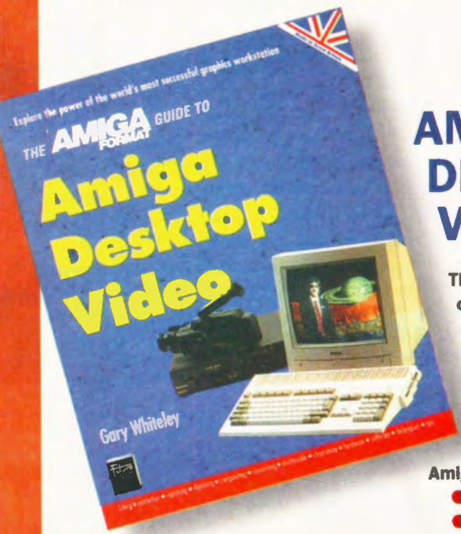
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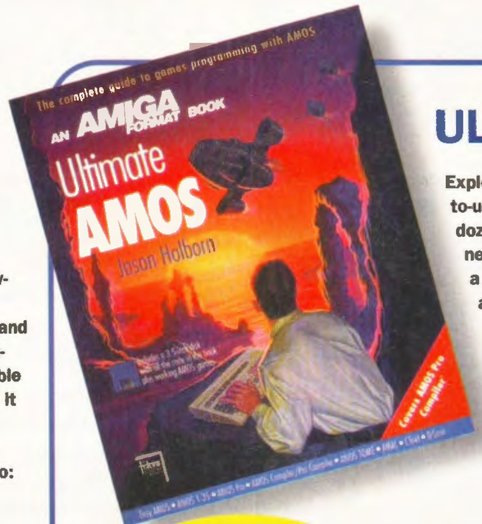
Amiga Desktop Video shows you how to:

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ULTIMATE AMOS

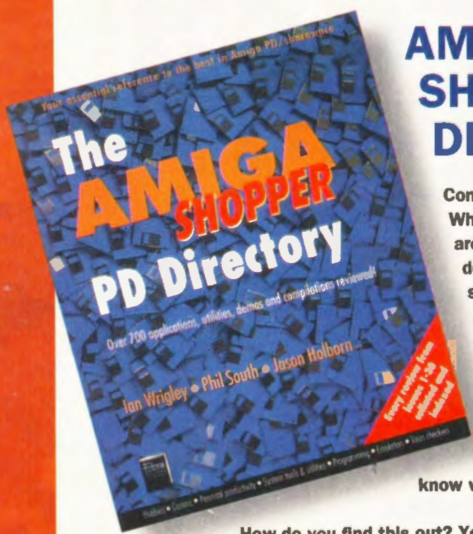
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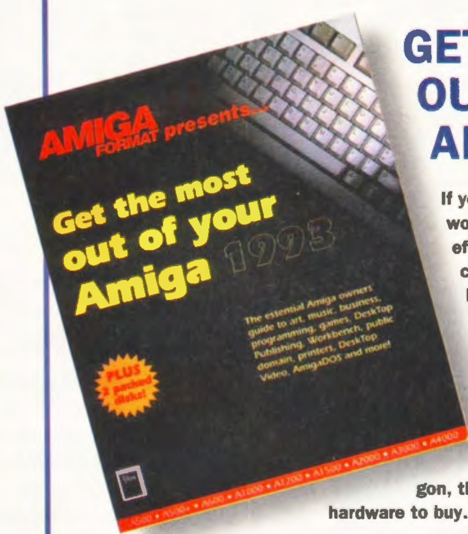
But first you need to know what software is available. And then you need to know what it does. And then you need to know whether it's any good.

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The Amiga Shopper PD Directory has been assembled from the first 30 issues of Amiga Shopper magazine. All the PD/shareware reviews since issue one have been collated, compiled and indexed in a single 500-page volume.

Programs are divided into categories, reviewed and rated. We name the original suppliers of the programs and we've also included a directory of current suppliers at the back of the book.

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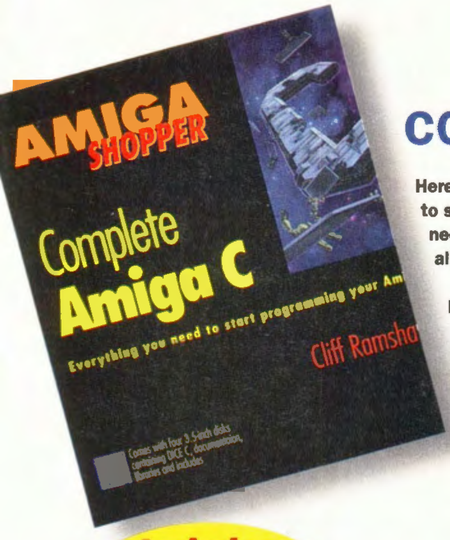
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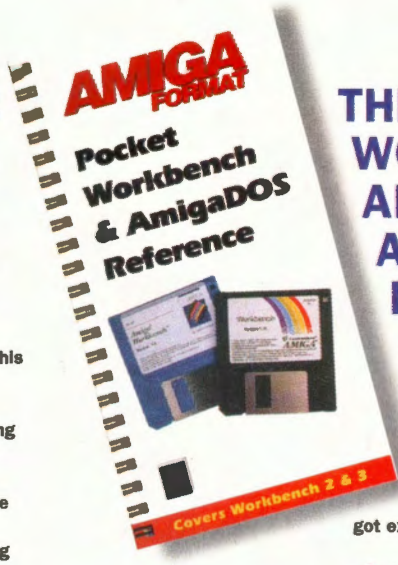
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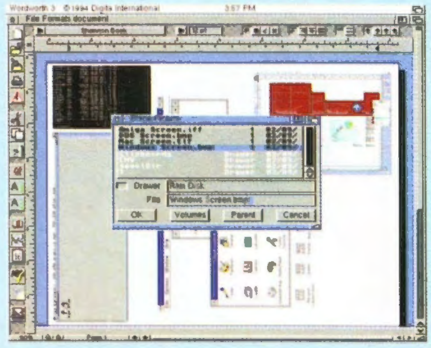


If you haven't already got this seriously excellent word processing software then you'd be mad to miss out on this amazing offer. Wordworth 2 from Digita is one of the best word processors available for the Amiga. It's powerful, fast and packed with features such as the intellifont system which enables you to use fonts from 4 to 800 points in size, mail merging, a comprehensive dictionary and thesaurus, and an indexing system. Reviewed in AF41, Wordworth 2 scored a golden 91 per cent.

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If you were impressed by Wordworth 2, you'll be bowled over by its recently-released big brother Wordworth 3. The new version has several features that are completely new to Amiga word processing software. These include editable pop-up gadgets, font-sensitive requesters and a user-editable tool bar. This is effectively the main control panel, and can be arranged down the side or across the page. A prince among word processors.

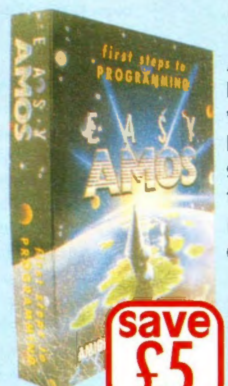
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BENEATH A STEEL SKY



Beneath A Steel Sky (reviewed AF57, 94 per cent) is an absorbing and compelling graphic adventure from Revolution Software of Lure Of The Temptress fame. One of the most distinctive features of this truly fascinating game is the atmospheric graphics, which owe much to the involvement of cult comic book artist Dave Gibbons. One of the very best Amiga graphic adventures.

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GRAPHICS WORKSHOP MANUAL

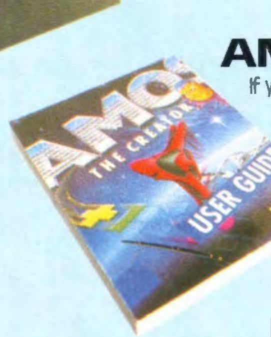


Graphics Workshop is a drawing package so special that, along with all the normal tools you expect from a top paint program, you also get some powerful extra utilities. You're not limited to using one custom brush, you can pick up and store up to 10.

It also features ANIM and Animbrush forms of animation, and a cell system which is probably the most powerful animation system on the Amiga. Get the most out of this top program by buying this illustrated instruction book and tutorial guide (with a special tutorial disk).

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AMOS MANUAL



If you want to get the most out of AMOS The Creator, this is what you need. It's the complete manual and it includes an Extras disk with all the example programs and extras that we couldn't fit on the Amiga Format Coverdisks.

The AMOS Manual will make your AMOS career more enjoyable and creative!

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AMOS PROFESSIONAL



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Reviewed in Amiga Format Issue 51, it scored 88 per cent.

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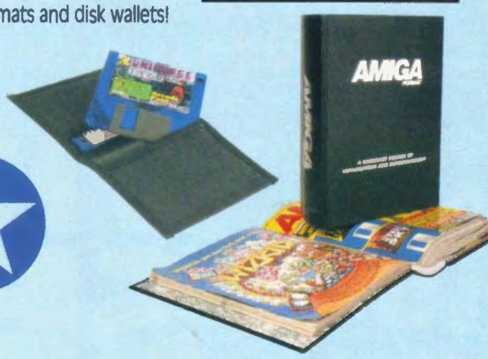
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Music-X 2 is a full MIDI sequencing package for controlling synthesisers, drum machines and other MIDI equipment, or you can use it to make tunes using internal Amiga samples. Music-X 2 is packed with many new features, making it the leading sequencer for the Amiga.

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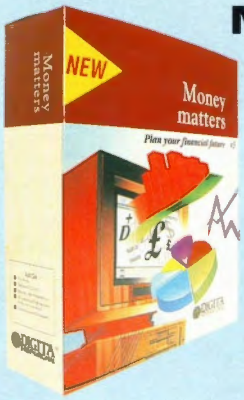


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Money Matters 3 scored a highly impressive 85 per cent when it was reviewed in AF54.

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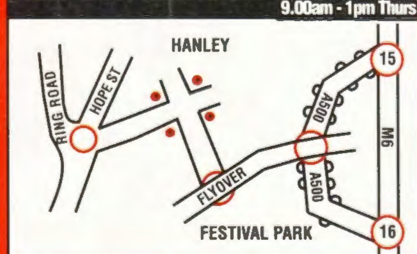
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*Work*BENCH

Whatever your problem (as long as it is Amiga-related) we are here to solve it. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



GVP's DSS8+ may create great quality samples, but saving a loop correctly causes problems.

SAMPLING SORROW

I have just purchased a lump of plastic from Silica Systems called the *GVP DSS8+* sampler for my A1200 and my main problem is saving a loop. It would appear that such a simple thing is not possible at all, you spend ages getting the loop perfect and when you save it, it just saves the entire sample ignoring the loop guidelines completely. Why?

I have called the helpline at Silica Systems and it seems that they are not clued up on the *DSS8+*. I get this impression by the fact they have to call GVP in the States to answer my queries. This is annoying because I have the problem now, and I will have to wait at least a week for my reply.

Why do Silica offer a help service on the products they sell when they can't really support them effectively?

Every other kind of sampler I have ever used has always saved the sample between the two guidelines, why then is the *GVP DSS8+* so different? Can you help? Has anyone else has this problem? Does anyone care? Nick it's over to you.

Paul Attradies, Denford, Northants

You are one of a number of people with this problem, and as far as I can work out, you are doing nothing wrong. The software doesn't seem to save loops correctly. I have forwarded your problem to GVP themselves in the hope that they can come up with an answer. They haven't so far, but we'll keep you posted.

In the meantime, the only thing I can suggest is that you save the samples out in their entirety and load them into some other sampling software (even a PD program such as *Med* can save loops).

Not all sampling software conforms precisely to the 8SVX IFF standard, therefore you may have some incompatability problems. By the way, you are not related to the spice lords of the *Dune* worlds, are you?

INSTALLED? NOT AT ALL

After installing my new 80Mb hard drive into my A1200, I realised that I wanted another partition for my saved files, so I saved my valuable files and loaded my hard drive install disk. However, I accidently formatted the drive. I reinstalled my programs, but instead of having normal hard drive icons for the partitions: Workbench, Work and Data, I had normal disk icons.

The fonts wouldn't load properly until I had copied the font disk to the Workbench directory and now I don't have a Devs drawer, so I can't change keymaps or printers. Also the built-in *CrossDos* now doesn't work. It claims to mount PCO: but any PC disk comes up as DFO??? although the *CrossDos* on the *Amiga Format*

Continued overleaf ☛

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you will appreciate, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail the actual problem as best you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of *Workbench* and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by the dealer from whom you bought the goods.

DON'T

- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions such as 'I added a hard drive to my machine and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

COMPLETE TOOLS

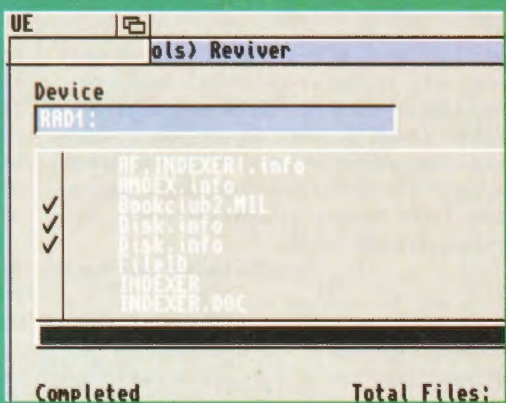
Can you tell me how to Tag deleted files in the *Ami-Back Tools* demo on the Coverdisk of *AF57*?

Could you tell if you plan to include similar programs to *Ami-Back* and *Ami-Back Tools* that can work with only an internal floppy disk drive and could you tell me if *Ami-Back Tools* will work with just an internal floppy disk drive?

A R Morrison, Berwick-Upon-Tweed

The files are tagged by clicking in the margin to the left of the filename, as shown in the picture right. The tagged files can then be recovered.

The program will work with any physical device, you just have to select it by clicking on the appropriate entry in the drive list which appears (in the bottom right hand corner) when you start the program.



Ami-Back Tools from *AF57*'s Coverdisk does work, as long as you know how you should tag files.

Collection No.8 works perfectly with the same disks. Can you please tell me what's going on?

Paul Hargreaves, Blackburn

When you re-partition a hard drive, all the data on the drive is lost. This is because the directory tables have to be rebuilt to mirror the new size of the partitions. You will have to re-install the Workbench properly. The reason you are getting funny icons and *CrossDos* isn't working is that all the files that Workbench requires are missing or in the wrong place.

Installing the software correctly can be a bit problematical. You may be able to find a Public Domain script to do it for you (check with your local Bulletin Board Sysop, or any good PD library), but failing that you can do it yourself.

Copy all the files from your original Workbench disks on to your hard drive. Make sure that all the programs from the storage disk go in the relevant drawers (for example, the contents of Storage:Devs should go in Workbench:devs).

CD AGAIN



You will need a SCSI interface for your machine before you can use a SCSI CD Drive.

I heard recently that Commodore may not be releasing a CD drive for the A600 and A1200, but can I use the Tandem CD controller as advertised on page 50/51 of Issue 57 of *Amiga Format*, and if so how do you connect it to an A1200 or A600?

Jonathan Weale, Solihull

The Tandem card that you mention is only for Amigas that have Zorro expansion slots (A1500, A2000, A3000 and A4000), so you won't be able to use it on your A600 or A1200.

However, Commodore have now unveiled a CD drive for the A1200 at the CeBit show in Germany, but the full details are not yet clear. Apparently, it does not support FMV, it is only slightly cheaper than the CD32 and Commodore UK have no plans to sell it here. (For more details see our news report on page 26.)

We can't change their mind, but maybe you can. If you want to be able to buy a CD32 emulator for an A1200, write to David Pleasance at Commodore, Commodore House, The Switchback, Gardener Road, Maidenhead, Berks SL6 7XA.

WHY'S IT DIFFERENT?

When I reboot Workbench 3.0 on my new A1200, the screen looks different from that in the manual (I am referring to Chapter Two – Basic Operations). On my Workbench screen I do not get either a System or a Work icon, instead, I just get a Workbench 3.0 icon and the RAM disk icon. Is this normal? Does it make any difference?

Also, I placed the clock into the WB Startup drawer having first corrected the time and date. I pressed the Save button thinking that when I again used my Amiga the clock would appear showing the correct time. This has not happened.

When I start the clock appears, but it always shows a date and time from 1992! Does this mean that I have to reset the date every time I start the A1200? These hiccups are most distressing for a new computer user like me.

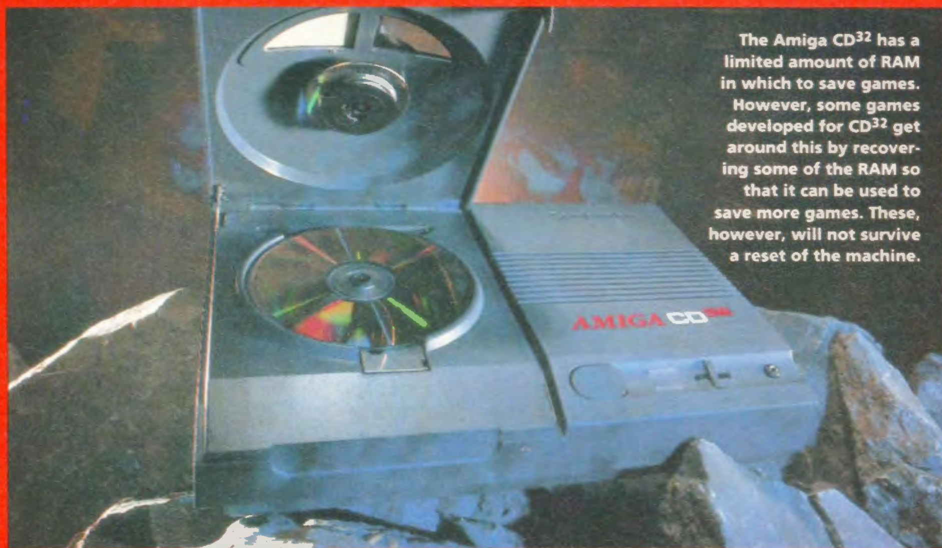
Steve Morris, Surbiton, Surrey

There is nothing wrong with your system. The icon that appears on your screen is the icon for your Workbench disk. The icons shown in the screenshot are probably for a hard drive with a Workbench and a work partition. Putting the clock in the WBStartup drawer will cause it to appear every time you start your machine. This is a good idea because then you can set the correct time. The time is not saved when the machine is turned off because the A1200 does not have a battery-backed clock. If you want to get a battery backed clock, they are often included with RAM expansion boards.

CLASSIC PROBLEM

I recently purchased a back issue of *AF*27 together with the *Arcade Classics* Coverdisk. However, I own an Amiga 1200 and I'm not sure if the Coverdisk is compatible. When I load and boot the disk, I get the menu up OK, but when I select an option, I get the system request message: Coverdisk has a write error on disk block 880.

To the point...



The Amiga CD32 has a limited amount of RAM in which to save games. However, some games developed for CD32 get around this by recovering some of the RAM so that it can be used to save more games. These, however, will not survive a reset of the machine.

Q How much non-volatile RAM does a CD32 have to store games?

A There is 1K, or 1024 bytes of battery-backed RAM in the CD32, available for saving games in. This isn't a lot really. For instance, you will only be able to fit in one saved game of *Pirates! Gold*.

Q What is *ARexx* for?

A *ARexx* is a very useful programming language. Because the Amiga multitasks, it is possible to run more than one program at once. One of these programs can be a script file run through *ARexx*, which means that your script can run and perform operations while you are doing something else.

Most application software, such as *ADPro*, *ProPage* and so on, have built-in support for *ARexx*. This means that the scripts can control functions of this software by themselves, so you can set up scripts to do repetitive tasks.

Q I have installed *DPaint* on to my hard disk, but now it won't run. A message comes up saying a font is missing. What's going on?

A *DPaint* uses its own font (cunningly enough called *DPaint*) for the menu options and requesters. Just copy the contents of the fonts directory on your *Dpaint* disk, to the fonts directory on your bootup partition.

Q I have been told that for my video work I need an SPG. What the good gosh is that?

A An SPG is nothing to do with (allegedly) violent members of the law enforcement agencies. It is in fact a Sync Pulse Generator. This is used to provide one master clock signal which all your video equipment can be synchronised to.

These devices are non computer specific. To get some idea of which would be best for you, try looking in a camcorder or video magazine, or call The Amiga Centre Scotland on 089 687583 – they should be able to help.

Q My mate can view PCX files with his *Multiview* on Workbench, but I can't. Please tell me why this is.

A *Multiview* makes use of the Datatypes stored in the Workbench Devs directory. These files explain the different file formats so that intelligent programs, such as *Multiview*, can interpret the data. There are many different datatypes available in Public Domain libraries and on BBSs which will deal with other picture file formats such as JPEG and TIFF, as well as PCX.

Will the Coverdisk run on my A1200? If so what am I doing wrong? Should I use a downgrader program?

T S Woodcock, Preston

Not all of the games on the *Arcade Classics* Coverdisk are compatible with the A1200. In fact, a great many of them aren't. However, your problem seems to be a faulty disk. Try running the *Ami-Back Tools* program (*AF*57 Coverdisk), or try getting hold of the Public Domain program *Disksalve* and using that.

Using a downgrader may solve the compatibility problems in some cases, but it cannot be guaranteed to work.

LEW'S CORNER

By Lew Eggebrecht
Commodore's Chief of Engineering



I am having terrible trouble with my joystick port. Whenever I plug in a stick to play a game, the game behaves as if the stick in port two is constantly being pushed up. What is going on?

Jonathan Moore, York

I will assume that you have already tried swapping the two joysticks and have determined that this is not a problem with one of your joysticks. You could also try turning off your A1200 and disconnecting your external floppy to see if your joystick problem goes away.

If not, then it sounds like you need to take your system to a service centre. A problem such as the one you describe could be caused by a solder connection which has become cracked or stressed, or even a problem with the custom chip which processes the joystick directional data.

EYING A NEW MOUSE

For some time now I've been toying with the idea of buying an optical mouse for my Amiga 500+. Please can you advise me which is the best and most practical one to go for? If not, can you suggest a normal mouse which is of optical standard?

Greg Moffatt, London

All you really need is a mouse with a better resolution. The standard Commodore one which went out with A500s was only 150dpi, which meant you needed a lot of desk space to move around the screen. A 400dpi mouse such as the Alfa Data Mega Mouse (Harwoods, 0773 836781) is a good buy at £13.95. You can get an optical mouse from the same source for £28.95

SERIAL DRIVE

I can't get a cable to connect my 1541 disk drive to my A1200. Everywhere I've asked, I get looked at as if I've got horns and two tails!! I recently upgraded from a C64 to the A1200 and I don't want my 1541 to sit just like a useless ornament. I want to make it work.

Eliazbeth Anderson, Ayrshire

Well, I'm sorry to break this to you, but the 1541 is a very unconventional disk drive indeed. It is not a random access device, it is a serial device, so in fact it isn't that much better than a tape drive. Incredibly, the 1541 has more processor power on board than the C64 did!

There is a PD 64 emulator available. The documentation with it provides details for how to connect C64 peripherals to the Amiga. Check out the PD firms advertising in this issue.

IFF TO ARCHIE

I am a devoted user of the Amiga operating system but I'm forced to work with the Archimedes and its art programs at school. I am desperate to find a program to convert my *Brilliance!* creations so that they can be loaded into Archimedes programs such as *Artisan*.

Don't think I'm knocking the Archimedes here (well......not much). I'm sure if I could get used to them I would love the irritating control methods and mid-screen floating windows (yeah, right), but at the moment, it takes me a lot of precious GCSE class time desperately attempting to create a masterpiece that I could summon up in a tenth of the time at home using my A1200.

I'm sure such a program would be of great use to hundreds of students attending schools that still force us to use the Archimedes as the preferred design machine.

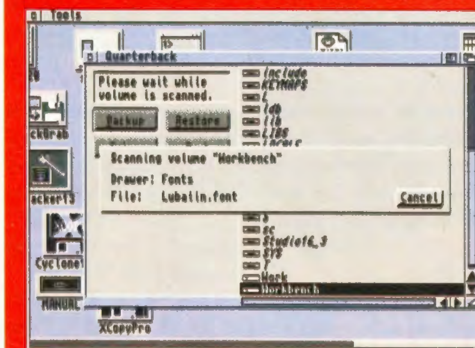
It would also be useful to be able to import structured drawing into an Archimedes program such as *Draw + Edit* as well. Do you know of a program that could handle such a task? If not, why doesn't some programmer out there give it a go? I'm sure they would have a big market from students everywhere.

John Richardson, London

Having tried to steer clear of the Archimedes, I'm not entirely familiar with what file format it uses. It surely must be capable of importing a GIF, or a TIFF or PCX file? What about TARGA? There are many PD file conversion programs that can translate between these formats and the IFF format used by the Amiga.

Continued overleaf ☛

BACKING-UP YOUR HIGH DENSITY DISKS



It's not the simplest of methods, but backing up your high density disks with *Quarterback6* is possible.

I am writing regarding your review of *QuarterBack* in *AF57*. You say that *QuarterBack6* doesn't back-up to high density disks. This is true because there are no options to do so. But I have found a way of backing-up to HD disks. I have been using this method with version 5 for quite a while and it also works with version 6.

Just insert a formatted HD disk into the HD drive before loading *QuarterBack6*. Leave the disk in there until you have chosen the required file to back up. Then, when the options appear for drive method only, select the drives that are HD, in my case DF0: (as I have A4000).

If you don't, then a message will appear informing you that all selected drives must have the same capacity.

It will now go-ahead and calculate the back-up size showing you that you now only require half the number of disks than before. Eject the disk and insert your first HD back-up disk and start the back-up. And off it goes backing-up on to high density disks.

To restore the back-up from high density disk can be done with the same method, but insert a formatted HD disk before loading up the *Quarterback* program. Do you think Central Coast Software know about this?

By the way I think your magazine is great!! I've been buying it since Issue one.

Gurmail Dhaliwal, Hates, Middlesex

Thanks very much for the information. I don't think that Central Coast do know about this. Being able to use HD disks obviously makes the software more useful to A4000 owners. However, the verdict remains the same – it certainly isn't a very friendly way of going about it.

If anyone has any queries about reviews, or has any useful tips for using software or hardware that may be of use to other readers, please send them in to Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

COLOUR CONUNDRUM

I recently purchased an HP Deskjet 500C. I am very pleased with it and its print quality. However, to print a whole black and white document with a small bit of colour uses up far too much of the colour ink cartridge.

Do you, or any of your readers, know of a driver that will enable me to print the black first, using the black cartridge, and then, feed the paper through again and print the colour parts with the colour cartridge?

Richard Conway, Manchester

I don't know of any driver that will do this for you, but I would think that you could separate the document itself. Assuming that it is a DTP or word processor page that you are trying to output, you should be able to do this just by deleting the colour bits and printing out the black, and then doing the reverse and feeding the same page through again.

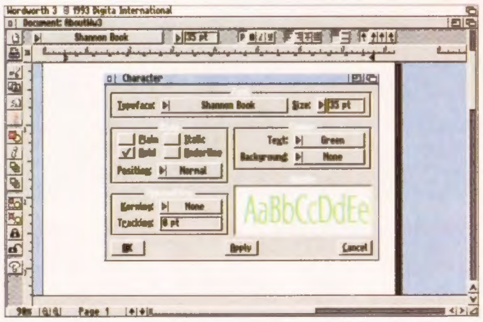


TurboPrint 2 gives excellent control of printer parameters, and it was free with *AF51*!

A dedicated printer driver such as TurboPrint2 *(AF51 Coverdisk) or the* Canon Print Studio *(call Canon on 081-459 1266) will give you more control over your colour output.*

However, 24-bit IFFs would be best run through a dedicated package such as *The Art Department* from ASDG or better still, *Art Department Professional*, which is distributed by Meridian – call them on 081-543 3500.

PUBLISHER OR PROCESSOR?



How would you describe a piece of software capable of all these options? A publisher or a processor?

I won an A1200, and I have been thinking about upgrading my old *Pagesetter 2* desktop publisher, to a more advanced one. I bought *Amiga Format* 56 and tried out the *Wordworth 3* Coverdisk and was very impressed with it.

The only thing I have noticed is that *Wordworth* is always referred to as a word processor rather than a DTP program. Why is this? My budget won't quite stretch to the price of *Wordworth 3* and I was thinking about buying *Wordworth 2*. Would you recommend this? If not, could you recommend a good desktop publishing program?

Wordworth is not referred to as a DTP system, because it isn't. It falls into the murky middle ground between word processors and DTP packages. Digita themselves like to think of *Wordworth* more as a word processor, which is why we always refer to it as such.

Wordworth 2 is capable of many of the things found in *Wordworth 3* and is a real bargain at £49.99 if you buy it through our Mail Order department (see page 152).

PRO PROBLEM

When I attempt to load *Vista Pro 2* or *3*, a guru number appears which tells me to try again. The number is 8000000B. Can you help?

A P Papotto, London

What machine are you running on. Do you have a Floating Point Unit? This question is impossible to answer because you haven't given me enough information. Please give me as many relevant details as possible when writing to Workbench, otherwise I can't help you.

EPROM PROMPT

Can you suggest a way to connect an EPROM programmer to the Amiga? It needs an Rs232 connector, but the software is for an IBM compatible? Do you know of an Amiga EPROM programmer available anywhere?

Andrew Finn, Coventry

You may be able to use the unit you have on an Amiga with a PC Emulator. Even a software emulator such as *PC Task* may do the trick (Meridian 081-543 3500). I'm not aware of any EPROM programers for the Amiga, but I'm always keen to learn if someone else knows better.

In depth explanation DIGITISERS



A digitser acts as a link between your Amiga and your video, changing the video signal into binary data.

1 A digitiser is a device which turns a video signal into binary data which your computer can then turn into a standard IFF image.

2 There are two basic types of digitiser – slow scan and fast scan. A slow scan digitiser will require a very stable and still video image to be provided while the conversion process takes place.

3 Only cameras and high performance video decks are capable of providing an image still enough for a slow scan digitiser.

4 A fast scan digitiser uses a large memory buffer and a fast ADC (Analogue to Digital Converter) to capture the image. The image may not be displayed instantly, but it has been captured.

5 Historically, slow scan digitisers, such as *DigiView Gold* (*AF*40, 90 per cent, was £149 from NewTek but now difficult to find) give better results, but new fast scan digitisers, such as *V-Lab* and *Vidi 12* give just as good results. (V-Lab: *AF*35, 88 per cent, standard version £280 plus VAT from Amiga Centre Scotland 0896 87583. Vidi 12: *AF*50, 90 per cent, about £100 from Rombo 0506 466601.)

6 The quality of digitised images, with the new digitiser technology, is more dependant on the quality of the source rather than the quality of the digitiser.

7 Grabbing moving sequences of images is more expensive. Systems such as *V-Lab*, with interleaved frame recording, get around this by grabbing from video, which can be rewound. After a number of passes, the sequence can be grabbed.

TECHNICAL JARGON – BUSTED AND EXPLAINED

If you don't understand some of the terms or abbreviations in the Workbench letters, then find enlightenment here:

BBS – Bulletin Board System. This is the name given to a computer and modem system set up to recieve and transmit information over a phone line. A typical BBS will have areas for people to send messages to each other and file areas so you can download software and other binary data files. If you have a modem, try calling *AF*'s own Spong! BBS on 0225 311647.

CPU – The Central Processing Unit of a computer is a highly complicated logic device, which is capable of performing many different binary operations. The CPU controls the operation of the computer, telling the other parts what to do and when. Modern CPUs are usually based on a single highly-integrated processor chip. The Amiga uses the Motorola 68000 series of chips (as does the Apple Macintosh).

DOS – This term is an abbreviation for Disk Operating System, and is a throwback to the days when you had to boot the operating system from floppy disk. The Amiga's operating system is called AmigaDOS and is based on the multi-tasking mainframe operating system, Tripos. The operating system is low level software that tells the computer hardware how to deal with displays, the keyboard, disk drives and so on.

EPROM – An Eraseable Programmable Read Only Memory is much the same as an ordinary ROM in all but one respect. The information on an EPROM can be erased and reprogrammed. This is usually done with intense uv light and a special programmer unit, which uses high voltages to establish links in the ROM.

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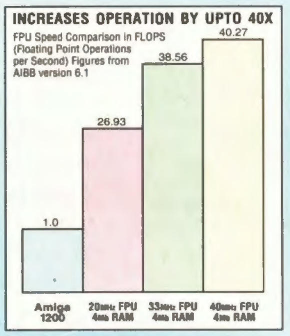
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FOR THE AMIGA 1200

Maximise the processing power of your standard A1200. Be ready for the new generation of software which makes more demands on Amiga memory and technology. The AmiTek Hawk RAM expansion includes up to 8Mb fast, 32-bit RAM, the ability to support a sophisticated 68882 FPU (Floating Point Unit - drastically increases the speed of maths intensive operations) and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in 9 pre-configured versions enabling you to select the model which best suits your requirements.





BUILT-IN BATTERY BACKED CLOCK

- Plugs straight into A1200 trapdoor - No soldering required
- Upgradeable FAST RAM board to 1, 2, 4 or 8Mb
- Uses industry standard socketed SIMMs for easy upgrades
- Two types of optional Floating Point Unit - 33MHz or 40MHz PLCC 68882 co-processor
- Comprehensive easy to follow manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty
- 2 year warranty

	NO FPU	33 MHz FPU	40 MHz FPU
1 Mb RAM	£99 INC VAT - RAM 1210	£159 INC VAT - RAM 1213	-
2 Mb RAM	£139 INC VAT - RAM 1220	£199 INC VAT - RAM 1223	-
4 Mb RAM	£199 INC VAT - RAM 1240	£259 INC VAT - RAM 1243	£299 INC VAT - RAM 1244
8 Mb RAM	£399 INC VAT - RAM 1280	-	£499 INC VAT - RAM 1284

PRICES FROM ONLY
1Mb RAM, NO FPU
£99
INC VAT - RAM 1210

AMITEK 1Mb SONY® 3½" DELUXE FLOPPY DRIVE
FOR ALL AMIGA COMPUTERS



'Amitek's new disk drive combines an elegant design, high build quality and smooth performance in a very affordable package. Highly recommended'. Jason Holborn - Leading Amiga Journalist

DELUXE FEATURES
The AmiTek drive has been specially designed to meet the needs of Amiga users and has many deluxe features which are not included in other drives - check out the competition!

ANTI-CLICK
The anti-click feature stops your drive from making lengthy whirs and clicks that occur when the drive is empty and searching for a disk.

ANTI-VIRUS
The switchable Anti-Virus mode stops track 0 viruses infecting the disk while in the drive. Yet, unlike many other drives which have virus killers, this Anti-Virus mode can be disabled, allowing some fussy copy protected software to run.

ADD ADDITIONAL DRIVES
As a double sided mechanism, the AmiTek drive gives 880K of disk space after formatting. It is also daisy-chainable, which means that you may add further drives to your system and, uses very little power from your Amiga.

HIGH QUALITY SONY MECHANISM
AmiTek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners have been crying out for. After vigorously testing Sony's mechanism, it proved to be the best by far available.

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- Enable/Disable Switch
- 75ms Access Time
- Daisy Chainable Via Thru Port
- Low Power Usage
- No Need For External PSU
- 2 Year Warranty

Details taken from models available MARCH '94	ANTI-CLICK	ANTI-VIRUS	STRONG METAL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGA MAY '94 90%	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	-	-	-	-	-	-
POWER E	-	-	✓	✓	-	-
ZAPPO	-	-	✓	-	-	-

EXTERNAL DRIVE
£59
INC VAT - DRI 1159

AMITEK 1Mb INTERNAL FLOPPY DRIVE
FOR AMIGA 500/500PLUS

The internal AmiTek replacement drive is ideal for users who wish to replace their existing internal drive.



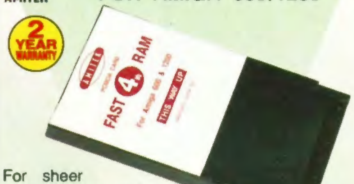
The pack features a high quality internal 1Mb, 3½" drive mechanism for the Amiga 500/500PLUS. All you need to fit the drive is included, plus easy to follow fitting instructions and 24 months replacement guarantee.

2 YEAR WARRANTY

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£44
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AMITEK PCMCIA CARDS
FOR AMIGA 600/1200

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For sheer ease of use and flexibility you can't beat AmiTek's PCMCIA RAM upgrades. These compact credit card sized upgrades slot into the PCMCIA port on your A600 or A1200, increasing the RAM by 2Mb or 4Mb.

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INC VAT - MOA 4200

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FOR AMIGA 500/600

Many business packages and advanced games require more than your Amiga's standard memory capacity to run at their full potential. The AmiTek range of RAM upgrades is the perfect way to add that extra memory capacity to your system. The following RAM upgrades are all trapdoor cards and fitting will not affect your Amiga's warranty.

2 YEAR WARRANTY

A500 - Low cost 512K upgrades, with or without a battery backed clock.

512K - NO CLOCK	512K - WITH CLOCK
£20 INC VAT - RAM 0505	£25 INC VAT - RAM 0510

A500PLUS - The A500PLUS has a battery backed clock built-in, so these 1Mb RAM upgrades do not require this.

1Mb UPGRADE
£30 INC VAT - RAM 0520

A600 - Low cost 1Mb RAM upgrades, with or without a battery backed clock.

1Mb - NO CLOCK	1Mb - WITH CLOCK
£30 INC VAT - RAM 0605	£40 INC VAT - RAM 0610



INTRODUCTION TO WORKBENCH

Part 5

Pat McDonald continues his guide to how to get the most out of Workbench by explaining how to print out information from your Amiga on to paper.

OVER A DECADE ago, some people were predicting the advent of a paperless society. Computers would handle all of our information and business transactions through electronic and magnetic means, and all postal workers would be out of a job. All that we've ended up with so far is computerised junk mail.

But hey, I'm not here to bitch. You want to know how to get documents from inside your Amiga into the real world. To do this, you need a printer and a cable.

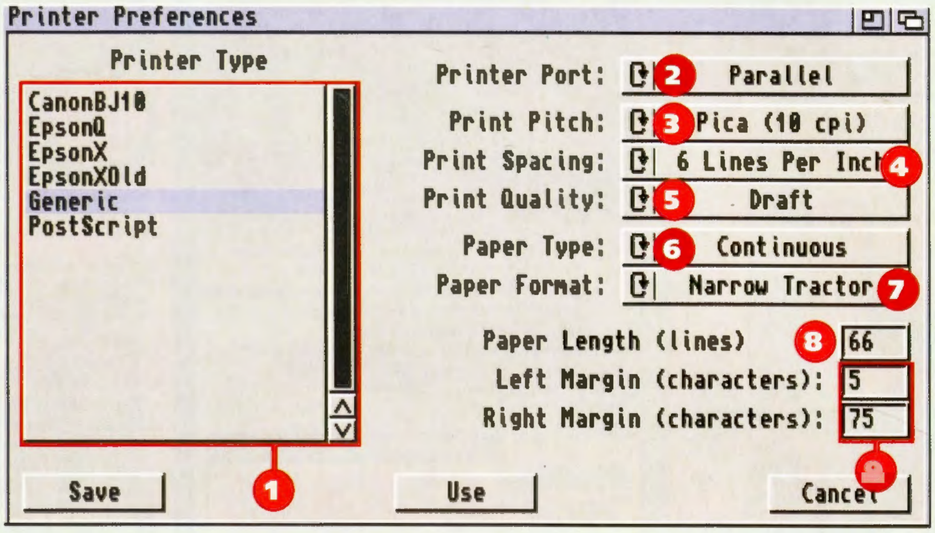
As far as the Amiga is concerned, there are two different sorts of printer – parallel and serial. The difference between them is which port the printer is connected to. You can have both kinds of printer connected at the same time, but the Amiga will only talk to one at a time. However, you can't plug in a serial printer to the parallel port, or vice versa.

At the cheaper end of the market most of the printers are parallel, which is a good thing because parallel communication is faster than serial. Its speed is due to the fact that the Amiga sends ons and offs through eight pieces of wire at a time, rather than sending one at time through one piece of wire.

Obviously if you have something else plugged into your Amiga's parallel port, such as a video digitiser, you need to unplug it before you can connect your printer. Make sure that you always switch off your Amiga before you change over because if you do this with the Amiga switched on, you can damage the parallel port.

One way around this problem is to use a data switch box which lets you switch between parallel port devices. Many companies sell data switch boxes, but because the Amiga can listen as well as talk through the parallel port, sometimes gadgets such as sound samplers or video digitisers don't work with switch boxes. Always make sure a data switch box fulfils all your needs before you buy.

SETTING UP PRINTER PREFERENCES



1 TYPE: which driver to use. Unless a driver has been copied to the printers drawer in the Devs drawer on your everyday Workbench disk, it will not appear here.

2 PORT: selects whether the computer will print to the parallel or serial port.

3 PITCH: the spacing, in characters per inch (CPI) that printed letters use.

4 SPACING: how many lines of text appear per inch down the page.

5 QUALITY: Whether to use fast draft printing or posher-looking Near Letter Quality (NLQ).

6 PAPER TYPE: whether the paper is continuous (with the holes at the edges) or just single sheets. Continuous is called Fan-fold on Workbench 2 systems.

7 PAPER FORMAT: whether the printer is narrow or wide tractor (for use with continuous paper – wide tractors can accept wider paper). Also various common sizes (A4, A5) for single sheet paper.

Custom is a dummy size that sticks to the length and margin settings – handy if you have a ream or two of Foolscap-sized paper lying around ready to be used.

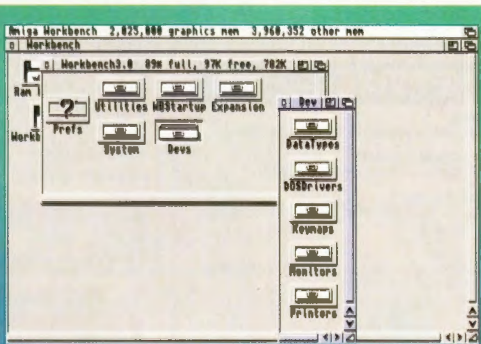
8 LENGTH: how many lines of printed text will fit on to a page.

9 MARGINS: how many blank spaces are skipped at the left and right hand edges of a page.

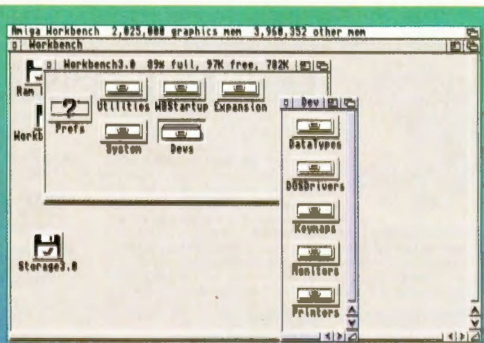
HOW TO COPY A PRINTER DRIVER

Printers vary a lot. and one of the differences is called the printing protocol. This is how the printer interprets the codes the Amiga sends it. The way the Amiga copes with this diversity is to have a set of different interpretation programs called drivers. There's only one driver on the Workbench disk, it's called Generic and it's designed to put words out to just about any printer, but it's useless for graphics.

There are some extra drivers in the Printers drawer on the Storage disk. I'm assuming that you have Workbench 3, but no matter what Amiga you have, printer drivers always have to be in the Printers drawer inside the Devs drawer. To copy a printer driver, just follow these steps:

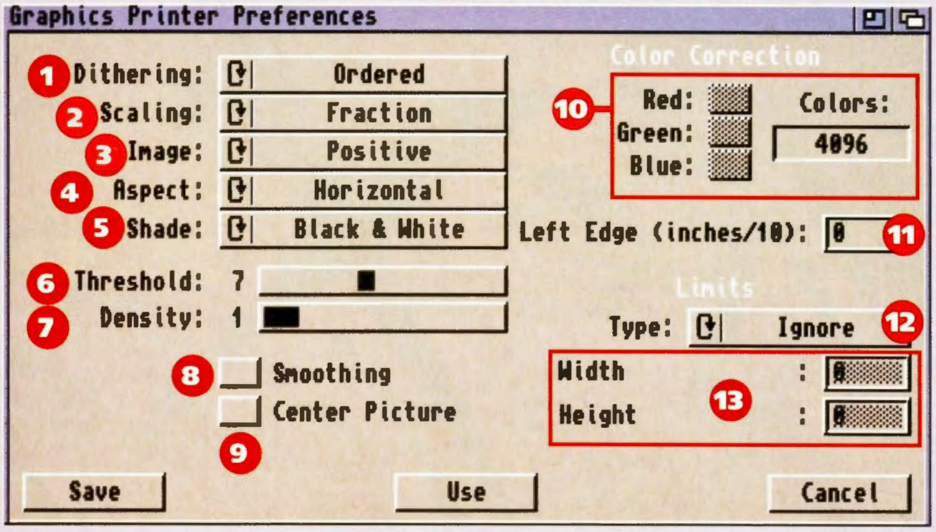


1 Double-click on the Workbench icon, and again on the Devs drawer then remove the Workbench disk. Remember to always use a copy of your Workbench disks, not the original disks.



2 After you have removed your copy of Workbench, insert the Storage disk. An icon for it should appear, but you may have to rearrange the display to see it.

SETTING UP GRAPHICS PRINTING



1 **DITHERING:** there are three dithering options from which to choose:
A. Ordered is the most basic form and prints a square block for each pixel on the screen.
B. Half tone varies the size of dot according to the darkness of each pixel.
C. Floyd-Steinberg, which is a slow, complex dither that generally improves any computer graphics printout.

2 **SCALING:** fraction scaling will stick to the page size defined by Limits (number 10), which can distort images. Integer prints a squarer image, but it might not fit on the page.

3 **IMAGE:** only affects black and white or grey scale printing. Can be set to positive (normal) or negative (weird).

4 **ASPECT:** the choices are Vertical or Horizontal, or portrait and landscape as they are called by artists and designers.

5 **SHADE:** four choices here: Black and White, which most printers use; Grey Scale 1, which converts colours to a smooth range; Grey Scale 2, which uses only four shades of grey; and Colour, which can only be used by colour printers.

6 **THRESHOLD:** sets the print limit for black and white printing only. That is, how dark a colour is before it is printed rather than being left as white paper.

7 **DENSITY:** a lot of printers only have one print density – think of it as how much ink the printer uses. A higher density may have more detail, but more often than not it just looks smudged. Even if you do get better results, it takes longer to print.

8 **SMOOTHING:** tries to smooth out jagged edges and diagonal lines.

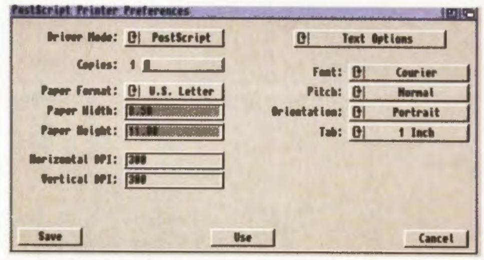
9 **CENTER PICTURE:** select this to print a picture in the middle of the page. This will override the Left Edge setting.

10 **COLOUR CORRECTION:** only used by colour printers, this reduces the number of colours that the driver interprets. Most colour printers find it impossible to print the full colour range of the Amiga.

11 **LEFT EDGE:** how much of a gap to leave from the left hand edge of the paper. The gap is specified in tenths of an inch, or millimetres if you select Use Metric System from the Settings menu.

12 **LIMITS:** how the Width and Height limits are interpreted. This can be set to; Ignored, which makes them irrelevant; Bounded, which turns them on (any part of a picture outside the limit is not printed); Absolute, which lets you print tiny pictures specified in tenths of an inch; Pixels, which prints unusually-sized pictures larger than the Amiga can display; Multiply, which is handy for printing large pictures on a wide carriage printer.

13 **WIDTH/HEIGHT:** the paper size set in tenths of an inch, or millimetres if you select Use Metric System from the Settings menu.



If you want to use your Amiga with a Postscript printer, you can change the settings by using the Workbench 3 Preference program called PrinterPs.

POSTSCRIPT PRINTERS

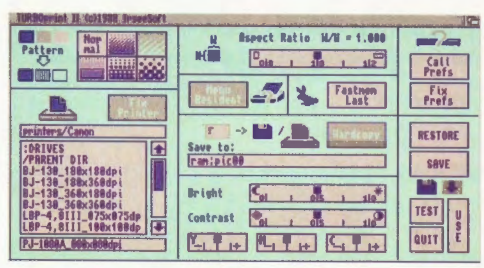
Many years ago, Apple produced a protocol for their laser printers, called Postscript. These days Postscript printers are regarded as the most flexible and the best available, which is why there is a Postscript printer driver included on Workbench 3. Postscript printers generally produce a better quality output, because they use scalable font technology.

They also use a system called a Page Description Language, which makes the printer drivers far more complicated, but can significantly reduce the time taken to print a page.

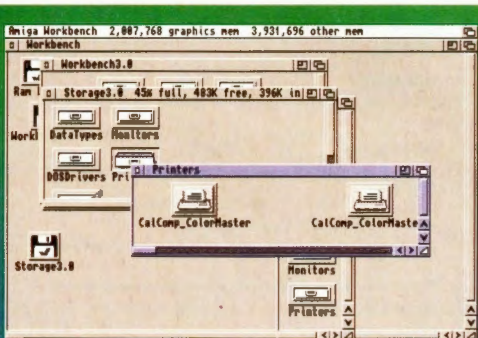
In order to use a Postscript printer, you need to copy the right file to Devs/Printers, and also run the PrinterPS Preference utility. This overrides the other Preference programs and is designed to cope with the higher resolution and capabilities of Postscript printers.

However, you do not need to get Workbench 3 in order to use a Postscript printer with the Amiga. *TurboPrint 2*, which was on the Coverdisk of *Amiga Format* Issue 51 is more than up to the job, and boosts the performance of most printers quite considerably.

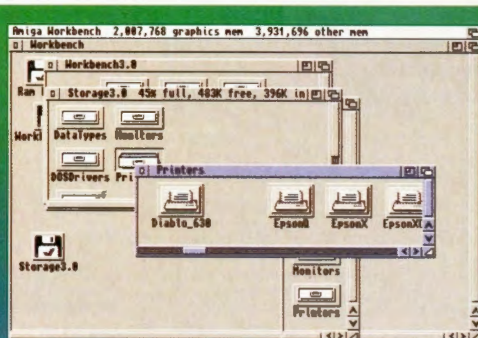
If you are hunting for a particular driver, I recommend you get a copy of this program instead – it sorts out about 90 per cent of Amiga printing problems.



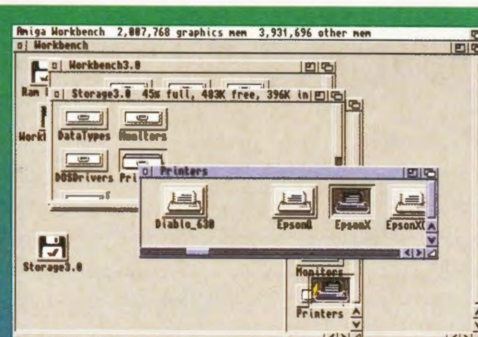
TurboPrint 2 which was on the *AF*51 Coverdisk is an excellent printing utility that drives most printers to their full printing capability – and it's fast!



3 Once you have located the Storage disk icon on the screen, double-click on it to open the disk's window, and then double-click again on the Printers icon to bring up the printer preferences.



4 Move through the list of printers until you see one that is compatible with your printer. Most printers will cope with EpsonX, although this doesn't usually do as good a job as a proper driver.



5 Click and hold on the printer driver icon, and drag it to the Printers drawer inside the Devs window. After a lot of disk swapping, the driver will be copied.

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RIB 8025	Black Carbon Ribbon - SP1900 Plus	£8.64
RIB 8292	Black Carbon Ribbon - SL90/92/95/96	£8 99
RIB 8294	Black Fabric Ribbon - SL90/92/95/96	£4 13
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24 PIN 240 CPS 80 COLUMN



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- 80 Column
- 240cps SD, 192cps D, 84cps LQ
- 20K Buffer + 9 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson LQ850 Emulation
- Windows Driver as Standard
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- FREE Silica Printer Starter Kit

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Which computer(s), if any, do you own? 84T



SWEET MUSIC

If you didn't get the *Music-X* Coverdisk with *AF58*, all is not lost. Turn to page 148 to order your back issue now! See page 164 for full details of the incredible *Music-X* upgrade offer.

MUSIC X

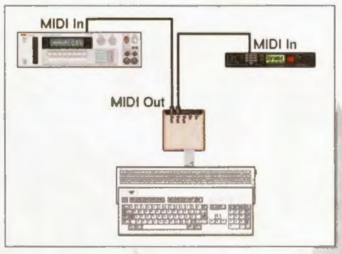
Part 1

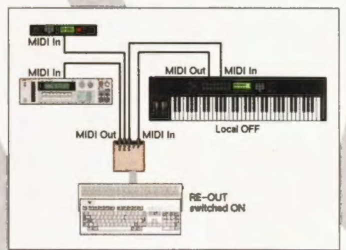
The Music-X 1.1 program on the Coverdisk of Amiga Format 58 is a very powerful, but complicated tool. Future Music writer Maff Evans leads you through some of the basics to help you create a drum track for your first composition.

CREATING A RHYTHM TRACK

SECTION 1 – MIDI PREPARATION

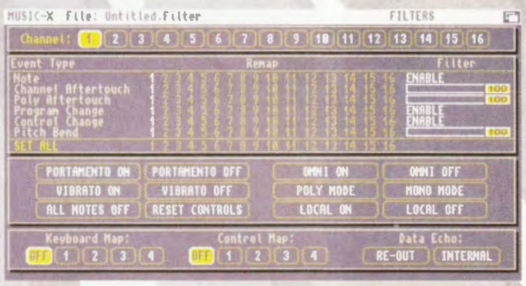
Before you start using *Music-X* to record your sequences, you need to get the system configured ready for work. For this we will assume you're using a keyboard based synth with multitimbral capability (that is the ability to play different sounds on different MIDI channels) or a MIDI controller keyboard and external multitimbral sound devices.





1 Before loading *Music-X*, plug your MIDI interface into the serial port of your Amiga and plug a MIDI lead into the Out socket of the interface. Connect this up to the MIDI In of your synth or sound module. If you have more MIDI gear (and more MIDI Out sockets on the interface), connect these up in the same way.

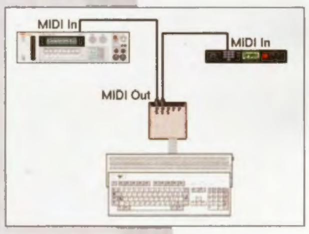
2 Connect a MIDI lead from the MIDI Out socket of your keyboard to the In socket on the Amiga interface. If you are using your keyboard for sounds, turn Local Control to Off (read the synth manual if you don't already know how to do this). This will stop notes being triggered both by the keyboard and the Amiga.



3 Load *Music-X* and select Set Filters from the Mode menu (or press right-Amiga and F). This is where you choose where MIDI messages are routed. We want to make sure that notes played on our controller keyboard will be received by the sound sources (which is called a Soft Thru facility).



4 To set up a Soft Thru, click on the number buttons next to Channel: and if the Re-out button in the bottom right-hand corner isn't lit up (yellow) click on it so that it is. Once you've done this for all channels, select Sequencer from the Mode menu (or press right-Amiga and S) to return to the main page.



5 To keep to the usual conventions of MIDI recording, we'll use channel 10 for the drum track. Set your controller keyboard to send on MIDI channel 10 and call up the drum bank on your synth or sound module. Set the multitimbral section so that the drums receive on channel 10 otherwise nothing will play.

SECTION 2 – USING THE KEYBOARD TO RECORD A RHYTHM



1 Before you start recording anything, play around with a few keys and try rehearsing a fairly simple snare and bass drum pattern. When you are happy with the way it sounds, click on the sequence underneath the Metronome Sequence to select it for recording. Then click on the Record button to bring up the record window and turn up the Amiga's sound.



2 Hit a key to start recording. After a two-bar count-in, play your drum pattern in time with the metronome. Play a couple of bars and click on the Stop button. Now you need to store the data you just recorded. To do this, click on the Store button and it will be stored in the sequence and given the name Untitled. Replace it with something more suitable (such as Kick and Snare).



3 Click on Begin, then on the next sequence in the list to prepare it for recording. Create a hi-hat line to go over the drums. Repeat the process for recording the kick and snare for the hi-hats and store it, calling it hi-hats.

USING AMIGA SAMPLES

If you don't have any MIDI equipment (or your MIDI synth doesn't have any drum sounds) you'll have to use Amiga samples for your drums. Actually creating the drum patterns is the same (usually using the mouse), but the way that sounds are organised is different.

Rather than drum sounds being different notes on the same channel, they each have their own sample number (which is used in the same way as MIDI channel numbers in the sequencer). To play a sound, you have to assign the note to play with a channel number equivalent to the sample number and with Feedback and Output set to Amiga in the edit page's Options menu (or set the Out column next to the sequence to In on the main sequencer page).

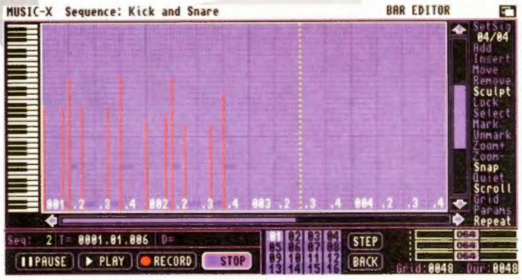
For more information (such as sample tuning and envelopes) see the Coverdisk instructions in the last issue of *Amiga Format*.

SECTION 3 – EDITING THE RHYTHM

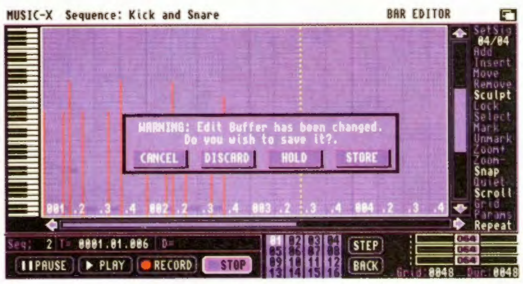
Here we will outline time correction and velocity alteration. If you are anything like me, your sequence will need it.



1 Click on your Kick and Snare sequence to select it and click on Edit to bring up the Edit window. Click on Grid and select 16th notes for both Grid and Duration (so that both are set to 048). Click OK. Now select Quantize from the Modules menu. Select All and click on Quantize. The beats should all now be in time. If this makes everything sound too rigid, experiment with using Quantize and Grid settings to make it sound a little more natural.



2 Now we'll adjust the velocities (how hard the notes were played) to get the overall balance of things right. You can set them to all be the same using Flatten Velocity in the Modules menu, but we'll use a more human approach. Select Sculpt from the right hand panel and choose Attack Velocities from the window. Now draw over the vertical bars on screen to increase or decrease the velocity values (which usually relate to volume).



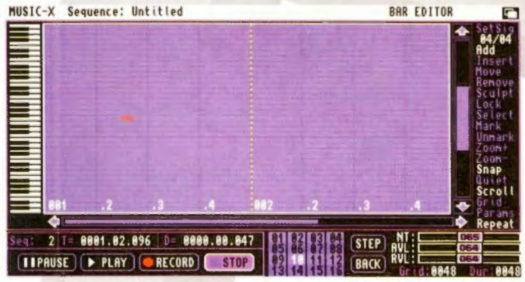
3 You may also find that some of the notes are either too long or too short, in which case you should use the keys listed in the Edit Screen Notes box to alter the durations. See the Edit Screen Notes section, below, for more details about this. Then select Exit from the File menu and click on Store to exit. You can now repeat the process for the hi-hat pattern.

SECTION 4 – ENTERING DRUMS WITH THE MOUSE

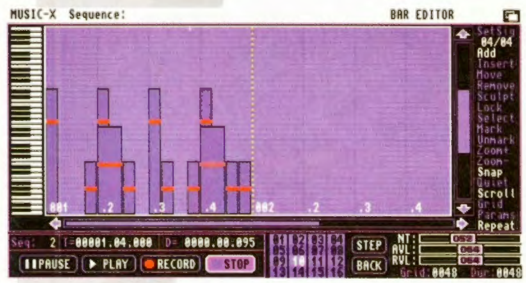
If you don't have a keyboard (just a sound module) or don't fancy playing drums by hand from a keyboard, you can always enter them using the pointer. This is also the method you should use when creating a rhythm track using Amiga samples.



1 Set up your sound source to play drums and receive on channel 10 (as in section one) and click on the sequence under the Metronome Sequence. Click on Edit to bring up the Edit Page for the sequence. Click on Grid on the right of the main window and select 16th notes for grid size and duration (the numbers should read 048). Click on 10 in the channel box (at the bottom of the screen), unless you're using Amiga samples, in which case you should select the sample number of the required sound.



2 Click and hold the mouse button somewhere in the main window and drag up and down to hear the drum sounds. When you drive a drum bank on a multitimbral synth, different notes correspond to different drum sounds. Remember where the sounds are and you'll get a drum track together much more quickly. Amiga samples will play a single sound at different pitches.



3 Use the mouse to drop in beats using the kick and snare sounds until you get a pattern that you are happy with. If you want to move, stretch or delete notes, just click on them to select them (they go hollow).



4 When you've got a kick and snare pattern together, select Exit from the File menu. Click on Store and rename the sequence something like Snare and Kicks. Click on the next sequence in the list and repeat the process for a hi-hat pattern (naming the sequence something like hi-hats).

EDIT SCREEN NOTES



This window asks you what you want to do with the edited data when you exit the Edit screen.

To quickly carry out edits, you need to know a few methods:

Notes

Cursors: moves selected notes up, down, or makes them earlier or later (by the amount set in the Grid section of the Grid window).

Shift and Cursors: moves selected notes up or down one octave, or shrinks and expands them (by the amount of the Duration setting in the Grid window).

Sequences

Play Sequences are edited in the same way as notes, except they can only be moved up and down using the cursors. Using shift you can jump up or down 12 in the list (12 is the same as one octave for notes).

Select and Mark

Select and Mark are used for selecting multiple events. Using Select you can draw a box around the required items (the box has to surround the start of an event, but not the end, to select it). Select can be used to highlight various items scattered around the screen, whereas Mark can only select entire sections by setting vertical start and end markers. Mark also doesn't affect Play Sequences.

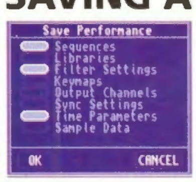
Events that are highlighted using Mark can't be moved left and right or resized, but other edit functions work on them as normal. To de-select all items, click on Unmark.

Leaving the edit screen

When you select Exit from the File menu, a window will pop up asking what you want to do with the data.

Cancel stays in the Edit screen, Discard exits the screen and ignores any changes you've made, Hold leaves the screen and holds the edited sequence in the edit buffer and Store leaves the screen and stores the changes in the sequence.

SAVING A PERFORMANCE

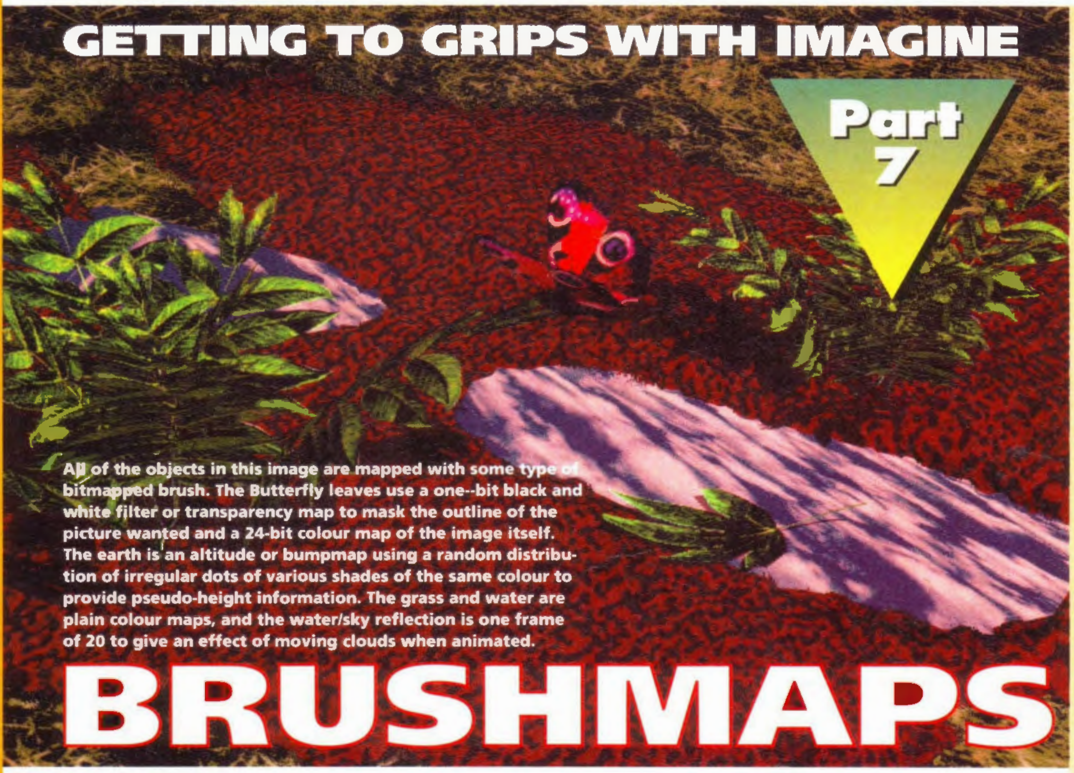


In order to save a performance, you must tell *Music-X* what kind of data to put in the file.

To save a performance, select Save Performance from the File menu in the Sequencer page. A window will appear asking what kind of data you want to save. If you're using MIDI, all you need to have selected (lit blue) is Sequences, Filter Settings and Time Parameters. If you're using samples, make sure that Sequence data, Time parameters and Sample data are selected. Hit OK to save. When all disk activity has finished, insert a blank disk into the internal drive and click on the DF0 button. If you're using an external drive or hard drive, click on the button for the required drive. Enter a filename for the data (something like Rhythm-1) and click on OK.

GETTING TO GRIPS WITH IMAGINE

Part 7



All of the objects in this image are mapped with some type of bitmapped brush. The Butterfly leaves use a one--bit black and white filter or transparency map to mask the outline of the picture wanted and a 24-bit colour map of the image itself. The earth is an altitude or bumpmap using a random distribution of irregular dots of various shades of the same colour to provide pseudo-height information. The grass and water are plain colour maps, and the water/sky reflection is one frame of 20 to give an effect of moving clouds when animated.

BRUSHMAPS

THE REAL WORLD is full of natural detail such as scratches and stains, patterns and surface textures. Yet, as most of you will have already discovered, adding this detail to your *Imagine* worlds uses up lots of valuable memory. This month our tutorials are going to show you ways to give natural detail using Brushmaps.

Two types of surface can be applied to objects with *Imagine* – Textures and Brushmaps. Textures are procedural or programmed effects that can be added to any object and pass right through it, colouring the visible surfaces smoothly. Textures use hardly any memory and add little to rendering times and have an abstract quality.

Brushmaps are bitmapped pictures that can be projected on to or wrapped around objects. Almost any bitmap image can be used giving you immense versatility. The disadvantage is that, being bitmaps, you can see the pixels if you stretch them and they can use up lots of memory.



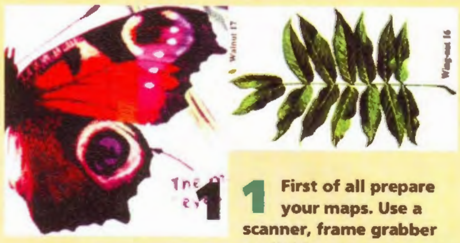
IMAGINE THIS

If you missed out on our incredible *AF53 Imagine* Coverdisk, there's still a chance to get a copy of the fantastic ray-tracing program. Just turn to page 148 and order your back issue now!

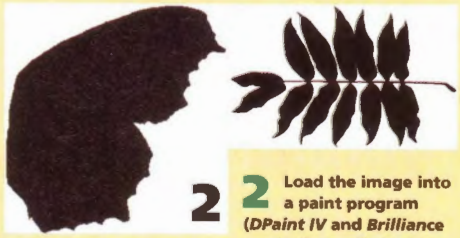
TRANSPARENCY

Filter maps use the grey-level of each pixel (256 levels in a 24-bit picture) to determine the transparency at that point on the surface. White is completely clear, black is totally opaque, and mid-grey is 50 per cent opaque. Therefore you can use *Imagine*'s filter or transparency mapping function to create all manner of special effects such as net curtains or gauzes, etched or sand-blasted glass, misted or dirty windows, wet paper, plastic bags and many more.

One of the most useful effects is a transparency mask, which uses *Imagine*'s ability to superimpose several maps on top of each other. If, for example, a leaf is mapped on to a rectangular object, when it is rendered the area around the leaf will be opaque like a rectangular photo of a leaf. To remove this, a copy of the leaf map is made and reduced to a one-bit black and white image with the leaf in black and its surroundings in white. The copy can be filter mapped on to the object first, cutting away the white areas, leaving a leaf-shaped opaque object on to which the colour bitmap of the leaf can be Flat Colour Mapped.



1 First of all prepare your maps. Use a scanner, frame grabber or digitiser to capture the bitmap you need with a reasonable depth of colour. I used 24-bit images for this tutorial, but 8-bit or even 4-bit images can be used if they are quite small.



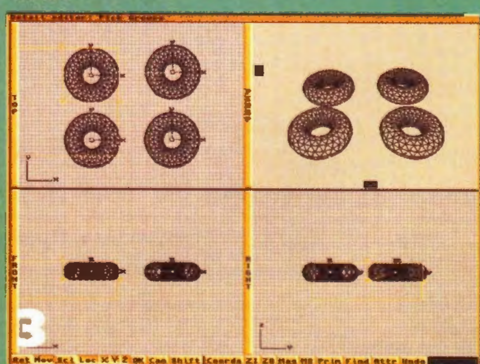
2 Load the image into a paint program (*DPaint IV* and *Brilliance* can both handle 24-bit images) and clear away all of the background. Use Stencil or Mask tools to mask the required area and clear the background to white. Reverse the mask and clear the image area to black. If the edges are badly defined use a small white brush to even them. It is always better to cut away the edge of the mask than to add to it. Nothing looks worse than a bit of the

BASIC PLANNING

Fortunately, unlike the original Imagine, the Amiga Format Coverdisk version you are using takes care of basic placement of bitmaps for you. To apply a brushmap to an object just follow these steps:







1 Pick the object. For this tutorial try the default Functions/Add/Primitive/Torus. Then choose Object/Attributes. Click on the Brush 1 button. Use the File requester to choose your brushmap (Chrome Horiz and Tile are in the Wraps drawer. For this test try Tile).

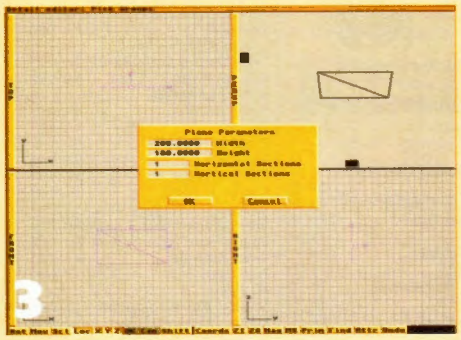
2 Once the Brushmap is chosen you are taken to the main Brushmaps Requester. The various tools are described in the box on the opposite page Mapping Powerhouse. Use the Color Type and the default Flat X and Flat Z Method.

3 Click on Edit Axes to see how the program has positioned and sized the axes. *Imagine* uses the same method for representing these as is used for MOVing, ROTating and SCaLing local axes so editing the axes of the map should be quite easy. Note that only the top right quarter of the orange bounding box is used to represent the brush in the front view. Also, the object is just contained by the Y axis. Any part of the object outside the Y axis of the bounding box will not be mapped. This only applies to to Flatmapping. For wraps the Y axis should be small - set to 1.0 using Object/Transformation/Size.). With FlatX-FlatZ mapping, the brush is 'projected' like a slide in the Y direction.

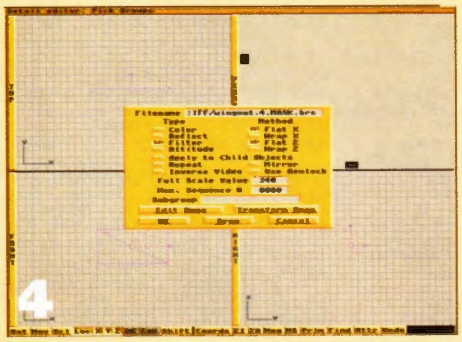
4 Now try repeating steps 1, 2 and 3 using WrapX and WrapZ in combination with FlatX and FlatZ on to three more Tori objects to see the default axis placings and sizes as shown in the illustration. Remember, the program does not always choose the positions correctly for your task, although it makes a good basic starting point. Try experimenting with moving, sizing, and rotating the axes.

'MASKS'

lighter or coloured background showing around a masked object. Save the black and white mask using the original filename but with a .MASK suffix. It is vital to keep the two maps (mask and colour) exactly the same size.

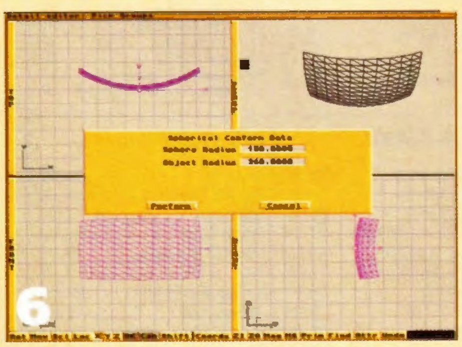


3 Create a simple flat plane object using Functions/Add/Primitive/Plane. In the requester, choose the sizes that suit the proportions of the map you are using and change the number of both Horizontal and Vertical Sections from 10 to 1. OK the requester. Pick the object, choose Object/Attributes, click on the Brush 1 button and use the file requester to choose your MASK brushmap.



4 Once the Brushmap is chosen you are taken to the main Brushmaps Requester. Use the Filter Type and the default Flat X and Flat Z Method. Set Full Scale Value to 240. This is because *Imagine* does not use 256 levels of transparency, so pure white is recognised as 240. Yes, this is typical of Impulse's weird way of programming. Try a few even lower numbers here for some wacky results.

5 When you return to the attributes requester click on the Brush 2 button, use the file requester to choose your colour brushmap and select the Color Mapping Type and the default Method again. OK your way back to the Detail Editor and try a QuickRender. If you set up a visible background you may just see some trace of the supposedly invisible object parts but it should be very faint; if not check that the Full Scale Value is 240.



6 To give the *Imagine* object a more interesting, curved shape (if you are trying to create a leaf shape for example), leave the number of Horizontal and Vertical Sections in the Add/Primitive/Plane requester at 10, then Conform To Sphere with Object/Mold/Conform, using perhaps Sphere Radius of 150 and Object Radius of 260.

BUMPMAPS AND ANIMATED BRUSHMAPS

Altitude maps use the grey-level of each pixel (256 levels in a 24-bit picture) to determine the height of a bump at that point on the surface. White is high, black is low, and mid-grey is at the normal surface height.

The actual surface of the object is not distorted, but the bitmap is used to apply false shading to the surface to give the impression of a dent or bump. This means you can create effects such as the dents on golf ball, the pitted texture of orange peel, or even the whirly contours of a set of fingerprints, which can then be embossed into a surface.

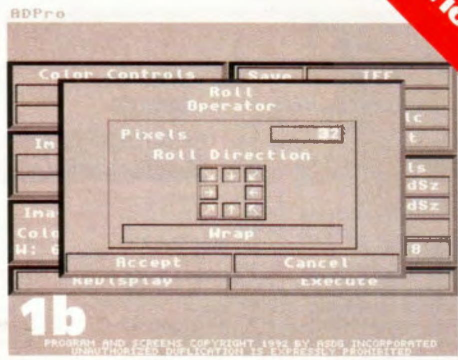
One of the most useful bumpmaps is an irregular mix of randomly distributed shades that can be used to create waves, or orange peel, planet surfaces and desert effects, or the simple piles of earth as in the main illustration on the opposite page.

The technique for creating and using an irregular bumpmap was described in the *Imagine* tutorial number five in *Amiga Format* 57.

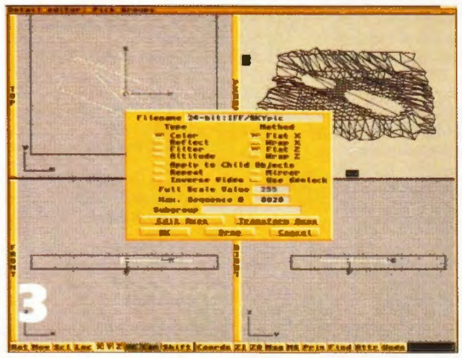
Another excellent use for brushmaps is to animate them across a surface. In the illustration 1a below the sky reflected from the surface of the puddle is actually animated so that the clouds can be seen scudding across the sky.



1 Prepare your frames, any animation will do. For this example a sky image (1a, above) was used from Alternative Image's excellent *Alternative 3D Textures*. This was processed repeatedly with ASDG's *ADPro 2.3* using the Roll operator (see illustration 1b). The image was 640x512 so Roll was set to 32 pixels and Wrap so that it slid the image 32 pixels to the right and the bit that fell of was added to the left side. That first image was worked on in *Brilliance* to blend and smooth the junction between the old left edge and the new piece added on. Then the new sky was Roll(ed) in *ADPro* 19 more times to give 20 frames of the clouds rolling across in a complete cycle. This task can be achieved automatically using ASDG's *ProControl*. The 20 frames were saved as SKYpic.0001 to SKYpic.0020.



2 An animated brushmap is positioned in the same way as a Colour Type mapping. Pick the object choose Object/Attributes, click on the Brush 1 button, and use the file requester to choose the first picture of the sequence.



3 Once the Brushmap is chosen you are taken to the main Brushmaps Requester. Use the Color Type and the default Flat X and Flat Z Method. Delete the dot(.) delimiter and numeric suffix from the name at the top of the requester. Change the Max Sequence # to the number of frames in the animated sequence. OK your way back to the Detail Editor and save the object.

Any animation that you now set up in this project using the Action Editor (see *AF*56 *Imagine* tutorial) will use consecutive frames from this sequence as colour maps for the puddles. If there are more than 20 frames in the animation the sequence will repeat automatically.

● If you try to QuickRender frames of this animation they will ask for a correct brushmap in the sequence but add .0001 to the end (at the beginning of the Quickrender for frame 12 you get the message: Could not find SKYpic.0012.0001). Don't ask me why this happens. The normal Project Editor render works perfectly.

MAPPING POWERHOUSE

The Brushmap Requester is the heart of all brush mapping. It provides plenty of tools to control most types of mapping. The filename of the chosen brush is shown at the top and can be changed if required. Mapping Type, Colour, Reflection, Filter (Transparency), Altitude (Bumpmap), and Mapping Method (Flat X or Y, Wrap X or Y), can be chosen by selecting buttons.

The Colour Type covers the object with the plain bitmap brush according to the mapping method chosen. Reflection, Filter and Altitude Types use the colour information on the brush to determine the level of reflection, transparency or bump height across the surface that it covers. Apply to Child Objects ensures that the map is applied to any object grouped with the one you are applying it to. Repeat tiles a bitmap over the entire surface of an object if you resize the map smaller than the object.

Mirror flips alternate tiles for smooth repeats. Inverse Video uses a colour negative (colour inverted) version of the brush. Subgroup allows the brush to be applied only to a subgroup of an object. Drop removes the Brushmap from the object. The rest of the functions are described elsewhere in the text.

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EPL5000 6ppm Laser	£439	£515.83
EPL5200 6ppm Laser	£495	£581.63
EPL8100 10ppm Laser	£699	£821.33

Panasonic KXP1123

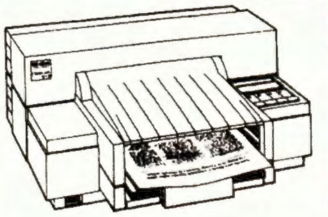
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KXP1170 9pin Mono	£95	£111.63
KXP2180C 9pin Colour	£139	£163.33
KXP2123C 24pin Colour	£149	£175.07
KXP2023 24pin printer	£135	£158.63
KXP2624 24pin printer	£268	£314.90
KXP4400 4ppm LED	£375	£440.63
KXP4410 5ppm Laser	£429	£504.08
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LC24-30 Colour 24pin	£159	£186.82
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A600

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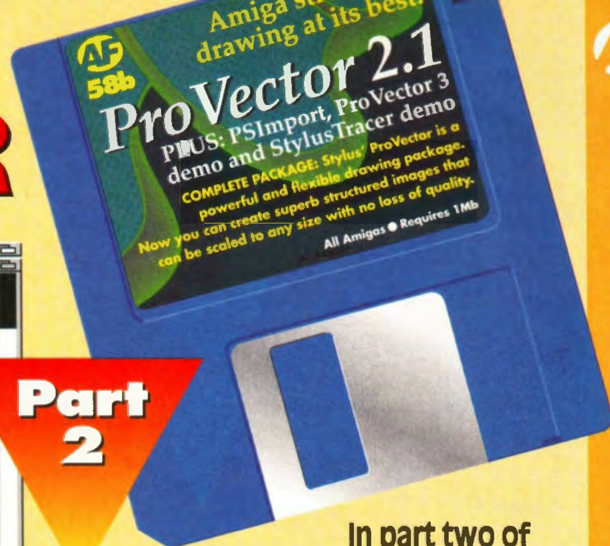
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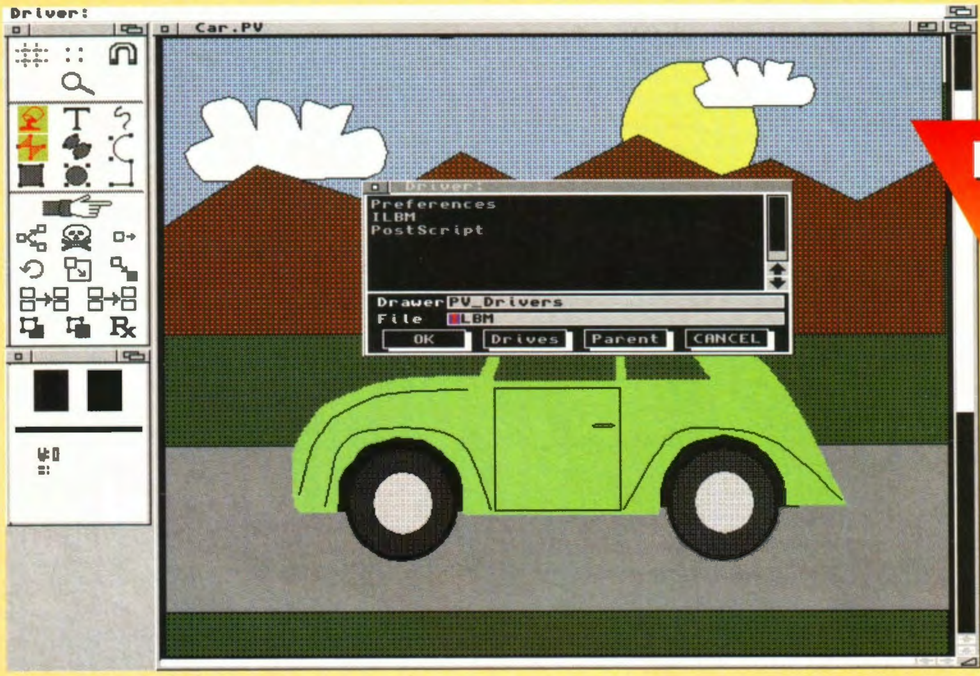
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PROVECTOR



Part 2



No you can't load your structured *ProVector* images into a bitmap package such as *Deluxe Paint*, *Personal Paint* or *Brilliance*. Not unless you export it as a bitmap first. Find out how to do this below.

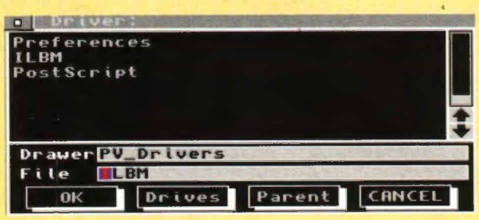
In part two of our ProVector series, Marcus Dyson discovers a few more of the ins and outs of this powerful structured-drawing package.

THE FIRST LETTER we received about *ProVector* was from someone who said that they liked the program a lot, but that they couldn't load the pictures they had drawn into *DPaint*.

That's not really the idea of a structured-drawing package. As we explained last month, the pictures are created in a fundamentally different way to IFFs (or bitmapped pictures) like the ones used in paint packages. The advantage of this is that structured pictures do not get the 'jaggies' when they are blown up large.

If you convert a structured drawing into a bitmap, it will lose this property, and will become pixelated if it is enlarged, just like any other bitmap. But there are times when it would be handy to load a picture you have created into a paint package, and *ProVector* can easily export a bitmap, here's how:

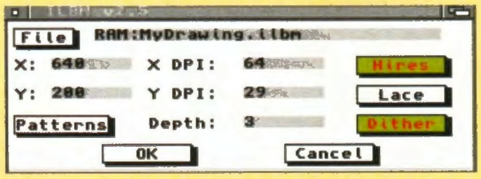
From the Project menu, select either the FULL or PARTIAL PLOT options. These are the menu items that enable you to print your *ProVector* picture. You will be presented with a requester like this:



Selecting the Preferences or Postscript options will enable you to output your image on the appropriate printer. We will go into more detail about these at a later date.

For now, just select the ILBM option and then click on the OK gadget. You will then be presented with a requester box like the one at the top of the next column.

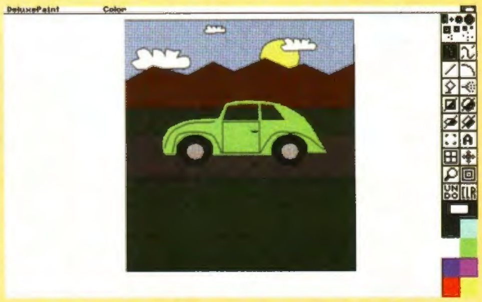
Either enter the path and name of the file you want to save your bitmap picture as or, if you find paths tricky, click on the File gadget. This presents



you with a standard file requester where you can point and click to choose the destination directory for your IFF file.

The other gadgets on the ILBM window (pictured above) allow you to control the size and screen mode of the resultant bitmap image. Experiment with these to see which is most useful for your purposes.

Once you have saved your picture, you can load it into *DPaint*, just like this...



The image above is the product of a FULL PLOT. This exports the entire *ProVector* document as a bitmap. As you can see, you also get all of the pasteboard area in your IFF as well.

If you want to avoid this, use the *ProVector* magnifying glass to zoom in on just the area of the picture you wish to use in your paint program, then select the PARTIAL PLOT menu item. This will create a bitmap which only includes the parts of the *ProVector* picture that you can see on screen.

Once you have turned a structured picture into bitmap, don't expect to be able to load it into *ProVector* again. If you need to edit in *ProVector* again, keep a copy of the original file.

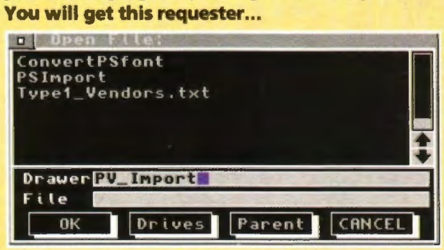
IS YOUR ARP LIBRARY MISSING?

After installing *ProVector* last month, some readers discovered that on trying to run the program they got a message about a missing ARP library. If you were one of those readers, worry not... simply copy the ARP library from the *ProVector* disk's Library folder into the LIBS folder of your Workbench disk. Reboot your system and *ProVector* will load fine.

POSTAL SERVICE

One feature of *ProVector* that we didn't mention in last month's Coverdisk tutorial is its ability to load in Postscript files. This format of image is common on the Apple Macintosh and the PC, and it is possible, but not very likely, that you may come across EPS (encapsulated post script) clip art that you want to load. If you do, this is how you should do it...

Select Open from the Project menu, just as if you were trying to open any *ProVector* picture. You will get this requester...

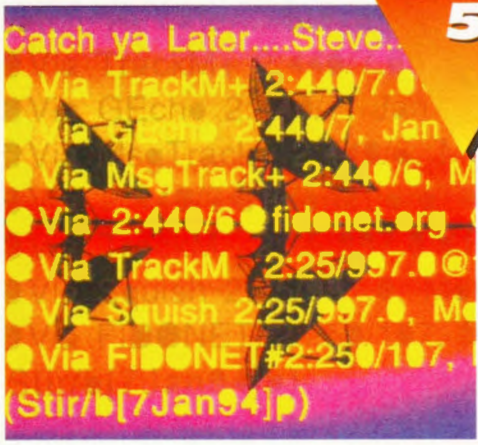


Use the gadgets to access the PV_IMPORT folder from last month's *ProVector* Coverdisk, in here you will find three files: ConvertPSfont, PSImport and Type1_Vendors.txt. We will cover the others later, but for now click on the PSImport line, then on the OK gadget.

You will then get a standard file requester, use this to find the postscript picture you want. Then click on OK. The EPS file will now be opened in *ProVector*.



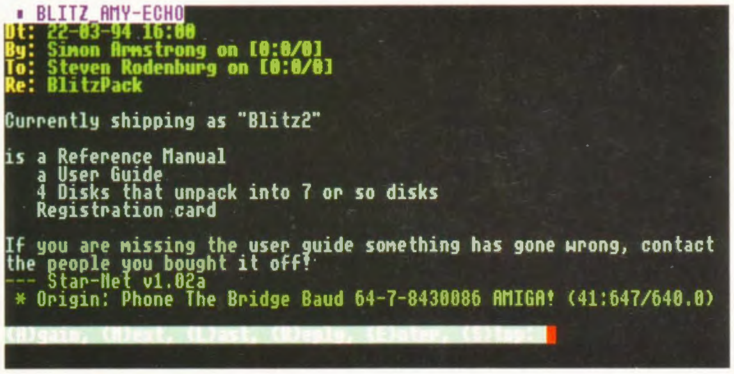
This fabulous Cockroach is part of the EPS clip art that is included with *Final Writer*. Using PSImport, it can easily be opened in *ProVector*.



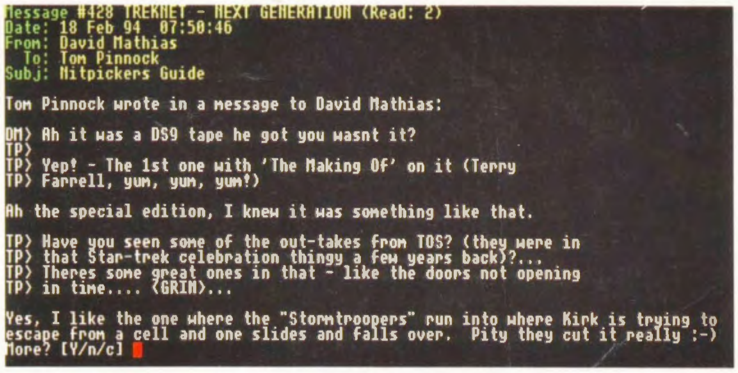
Part 5

WHAT'S NEW ON THE NETWORK

In this month's thrilling instalment, Richard Baguley takes a look at the various amateur E-mail networks on offer, and where you can find them.



One echo on Amiganet is devoted to the *Blitz Basic* programming language, a version of which was included on the Coverdisk of *Amiga Format* Issue 52. Simon Armstrong, the author of *Blitz*, pops up here every now and then.



Treknet is a specialist network for fans of *Star Trek*. There are 17 echoes on topics that range from the science of *Star Trek* to what happens if you cross a Ferengi with a Tribble. Treknet is available from Metnet Triangle on 0482 473871.

OVER THE PAST couple of years, there has been a new trend in Comms. While the main amateur E-mail network (Fidonet) has continued to grow, other more specialised networks have started to spring up.

Some of these have been started by users who weren't happy with Fidonet, and some by people who just wanted to be involved in a smaller, more intimate or specialist networks. Each network is divided into subject areas called echoes. These can often cover obscure subjects, such as the Wiccan Pagan echo on Incarnet which is devoted to discussion about the pre-Christian Wiccan religion.

AMIGANET

As the name suggests, the Amiganet network is run by and for Amiga users only, so you won't be bothered by any PC owners sneaking in, even though some of the systems which carry Amiganet run on PCs or other types of computer. There are a variety of echoes covering subjects such as the *Blitz Basic* programming echo and hints and tips for a huge range of Amiga games.

Amiganet is available on many Bulletin Boards, including Red Rose: 0772 652212 and Aspects: 061-792 0260.

INCARNET

Incarnet is a network for those interested in new (or old) age concepts such as astrology or 'magick' as some folk call it. It's not a particularly big network, but it is one of the more specialised ones.

Incarnet is available from Metnet Triangle: 0482 473871.

MERCURYNET

As with many other E-mail networks, Mercurynet began as a small network between two people. It has grown rapidly since then, and now has more than 170 Bulletin Boards. It's mainly based within the UK, but it is spreading into Europe with BBS in Austria and Germany joining the network. Mercurynet is also connected to the American Virtualnet, which has echoes on topics as diverse as the Rocky Horror Picture Show and Greek mythology.

Mercurynet is available on The Flying Kipper: 0204 701084.

FIDONET CLASSIC

Following recent geographical reorganisations within Fidonet, several people decided that they no longer wished to be part of this network. So, they set up Fidonet Classic, which is organised in a similar way to Fidonet, but is not directly connected with it.

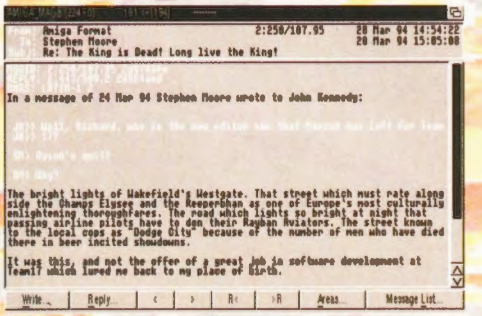
Fidonet Classic is available on Metnet Triangle: 0482 473871.

NODELIST FILES

Each Bulletin Board in an E-mail network has an entry in the nodelist file, which is a sort of address book for the network. This also contains the phone numbers of the BBS, so you can send messages from one BBS to another in the network directly, although most messages are passed through other BBS to save phone bills.

The Spong! Fidonet address is: 2:255/77.0

ADDRESSING YOUR QUERIES



Every message has a source, as shown by the number on the top right. But how do you tell where this is?

Every mail message you ever read on networks such as Fidonet and Aminet has an address attached which shows you where the message was written.

But what do these numbers mean? Let's explain by taking Spong!, the *Amiga Format* Bulletin Board, as an example.

The new Fidonet address for Spong! is: 2:255/77.0. The meaning of these numbers can be broken down as follows: Zone:Net/Node.point

So, the zone (geographical area) for Spong! is 2, the net is 255 and the node (a specific area within the net) number is 77.

Zone 2 covers Europe, and Zone 1 Covers North America. Net 255 is South West England, and node 77 of this network is Spong!.

Let's take another example. There is a Bulletin Board called The Flying Scotsman which has a Fidonet address of 6:624/297.0. With a name like The Flying Scotsman, you might expect the Bulletin Board to be located in downtown Glasgow or perhaps on platform 13 of London's Euston Station.

However, the truth of the matter is somewhat different, as a quick analysis of the Fidonet address reveals.

Zone 6 covers Asia and Australasia, so that rules out Glasgow, and for that matter platform 13 of Euston Station. Net 640 covers the north of Australia, and a quick scan of the nodelist informs us that The Flying Scotsman Bulletin Board is in fact located in Jimboomba in Queensland, Northern Australia.

Most Bulletin Boards allow you to search out a specific BBS, be it by name or address.

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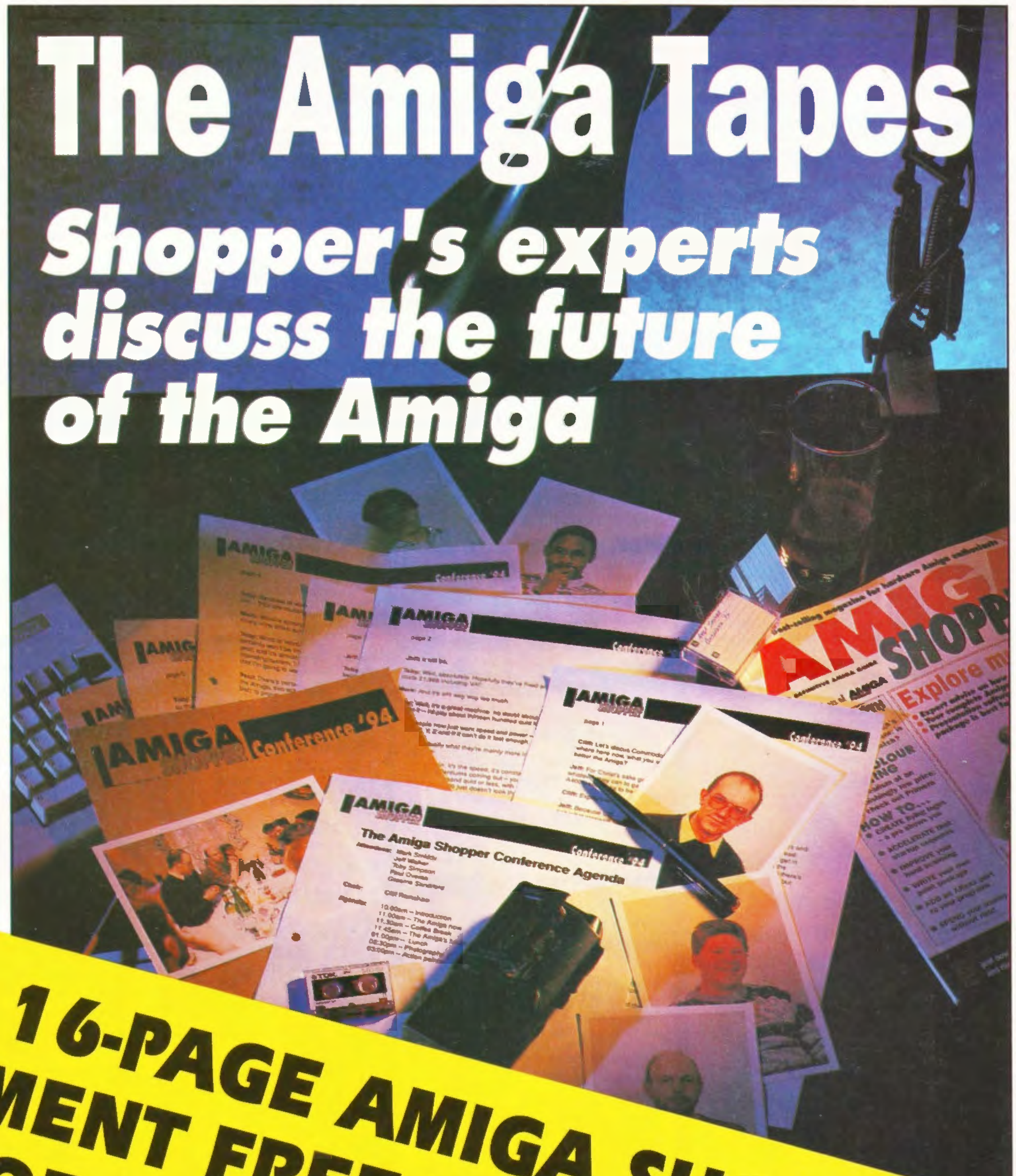
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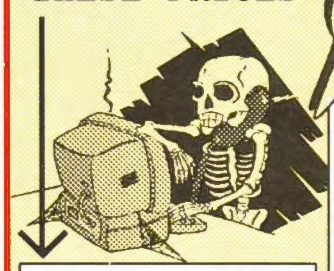
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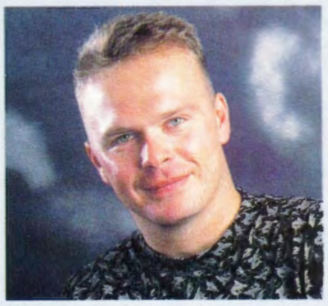
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A WORD FROM THE ED



THESE LAST FOUR years have been four of the best. Because for every day of these past 1,500 or so, I've had the pleasure to work for *Amiga Format*. First as art assistant, then later as art editor, and for the past 16 months, as editor. But now I'm 'on me bike', 'away on me toes', or however you might like to put it.

It's a sad time. I shall miss you, and your letters most of all. But I won't be divorcing myself from the Amiga community altogether. I'll still be poking my nose in at shows, taking the mickey out of the *AF* guys when they get up to do those 'meet the team' sessions. And just like *Amiga Format* itself, I'll still be doing my best to produce quality product for Amiga users everywhere.

I'm going to work for Team 17! So impressed have I been with their attitude when I've interviewed them about piracy, or the price of games, as I did recently. I will be working on a special project up there, and I hope to give Amiga CD users something to shout about soon.

However, here at *Amiga Format* very little will change. OK, so it won't be my ugly mug staring at you from that box up there. But the commitment to the Amiga will continue. As will the determination to bring you the latest news, the best reviews and the most interesting articles.

I'm quite looking forward to becoming a reader again.

Letters

For one last time, Marcus Dyson picks up your sack of letters and his blunted Swiss Army Knife, and disappears into the back room to contemplate on your thoughts and opinions. Keep 'em coming, send your missives to:
Letters to the new Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

IS THAT A FRACT

Having bought *Amiga Format* 57 as soon as it arrived through the newsagents door (6.58am). I noticed that the background of the *Ami-Back* disk label had been designed by your previous month's Coverdisk, *FractalPro*.

Gavin Holder, Jarrow

You are wrong. Sorry, but that's the way it is. The Ami-Back *Coverdisk label was produced on an Apple fractal generator called* Kai's Power Tools.

CORRECTION CLUB

In your March issue you printed extracts from a letter of mine, in which I stated that the computer club I belong to had a piracy problem.

Ironically, in the time between the letter being written and it being published, the pub landlord began a crusade against piracy. The result being that they were asked to take their trade elsewhere, and *X-Copy* became a stranger to our monitors. That's the good news.

Unfortunately, the subsequent appearance of my letter was seen by the honest members of the club as a gross and inaccurate misrepresentation of the club, its members and the landlord who ousted the pirates. I'd just like to apologise for any embarassment I may have caused him, and for any insult other members may feel I have caused them.

David Green, Rotherham

Thanks for updating us on that one,David. And congratulations to your computer club, and to your landlord who had the good sense to kick out the pirates before they gave you all a bad reputation.

JEFF-HEAD

What the smeg is Jeff Walker going on about? Correct me if I'm wrong, but I can't remember *Amiga Format* ever giving away an application that had not been disabled in some way or was not available in the Public Domain.

To be honest, I think Jeff is a few pence short of a pound, and should be put down.

Max Rockastansky, Surrey

PS. I like the straight-jacket he is wearing in his photograph.

I do love it when you folks beg to be corrected 'if you're wrong' before spouting some of the most inaccurate drivel ever to see print. Max, you are either wrong, or have a memory that would make a fish seem uncannily recollective.

Amiga Format *has a long history of featuring full packages on Coverdisks, very few of which have been disabled in any way.*

EDUCATING AMIGAS

When are Commodore going to realise that they are losing quite a large market in the country's University students. Most students these days use computers at home for word processing, and nothing else. Knowing little about what is available, they ask advice from lecturers who only seem to know of the PC.

I'm sharing a house with three secondhand PC owners (two 486s and a 386). The owners feel pretty ripped-off after being introduced to the Amiga. A Desktop Dynamite pack would have been much cheaper and let's face it, *Wordworth 2* is much better than *WordPerfect*.

If Commodore would place adverts or information in Fresher packs, a lot more students would buy an Amiga.

Name Illegible, Heely, Sheffield

We're sure you're right. Maybe this is one more red hot marketing opportunity for Commodore to overlook.

A HOST OF AMIGAS

PRIZE

Dear Ed (though I believe this is not your real name),

I know that you give out prizes to people who spot Amigas on the telly. *(No, we bloody do not. We stopped years ago and you lot are still sending me 30 letters a week telling me that you've seen an Amiga on* Neighbours. *Stop, give up, desist. We are now looking for Amigas in Feature Films – distraught ed.)* On last Saturday's *Match of the Day* I saw 11 of them. Amiga was emblazoned across the shirts of the Chelsea team...

Ian Phillips, Hulme

Please don't go on, I know when I'm beaten. Despite the 'Spot an Amiga on the Box' compo having finished many (many) months ago, I'm going to concede in this case and let you have a prize.

Continued overleaf

The Gallery Sponsored by Max Graphics Limited

Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too.

The best image each month, the one on this page, will win a huge poster printout, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

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They offer a full range of Amiga output services, including their Colossal Colour system which can print images right up to poster size.



Madonna and Rosanna
by Richard Wiley of Tottenham

SHORT AND CURLEYS!

You wanted some new ideas for Coverdisks? How about this – an index to find all those reviews, hints and serious articles? It's a real pain...

Vicky Oldfield, Ilkley

I used to go abseiling at the Cow and Calf at Ilkley, you know. Oh, and the index you asked for is on disk A on this month's cover.

What's all this about computers then?

Yours in good faith,
Charles Murray

Now that's a tough one.

Ever since buying my A1200 I've been trying to get hold of a copy of *Sentinel*. Can any of your readers help?

Simon Booth
78 Hastings way,
Billingham TS23 3ED

I don't know, but I'm sure that if they can, they will!

I have just purchased an A1200. Unfortunately I don't have a dust cover for it. Why do you only sell covers for the A500 and A600. Will this be redressed in the near future?

Mr C Miller, West Drayton

When we invented our dust covers the A1200 was just a twinkle in Lew Eggebrecht's eye. But the A500 and A600 ones were so unpopular with the readers, I'm afraid we're unlikely to ever do an A1200 one. Try some of our mail order advertisers.

Where has *AmigaBASIC* gone? Where can I get it from? Would it be better to spend more money and get *Blitz Basic 2*?

Richard Fitzpatrick,
Hilderstone

AmigaBASIC is no longer bundled with the Amiga, though some would say this is no great loss. AmigaBASIC was fine for 1985, but nowadays, it leaves a considerable amount to be desired.

You would definitely be better off saving up and getting* Blitz Basic 2*, which (coincidentally) is available from our very own mail order pages for the bargain price of just £50.

I happened to glance through some old *Zzap* issues, and came upon a discussion about software prices. People were complaining that games cost £10. They said £6 is more like it.

Same old story.

Eyal Teler,
teler@cs.huji.ac.il

Some things will never change. I remember when you could get two pints of beer for a quid, and have enough money for the bus fare home. And a bag of chips.

Can you tell me if *NBA Jam* or anything similar will be coming out for the Amiga?

If not, why not?

Jamie Andrews, Plymouth

NBA Jam* *is not planned for Amiga release. But as slam dunking is the latest trend on the consoles, you can bet that someone somewhere is working on a basketball game for the Amiga.

Are there no specialist Amiga centres in Scotland?

James Bryce,
Clackmannanshire

There is certainly one Amiga Centre of note north of the border, though you might not be aware of them because they only advertise in the cheap Amiga magazines. Try calling the Amiga Centre Scotland on 0896 87583.

Does anyone out there know whether a game called *Little Computer People* has been rewritten for the Amiga?

I have three children who all loved it on the C64, and fought to see who would feed the little man, and so on.

I now have an A500+ and would love to get hold of a copy of this game.

GH Griffiths,
17a Swakeleys Rd,
Ickenham UB10 8DF

A rather smashing Amiga Format *T-shirt is on its way to you now. They say one size fits all, but they don't fit me.*

If any more readers write in to tell us about the posisitively daily occurrence of an Amiga appearing on TV, we'll go round to their house (as long as there's an address, but if there isn't they're not going to get a prize anyway, are they?) and rip their eyeballs out and play marbles with them.

THAT'S A GOOD IDEA... NOT!

I am writing to suggest a way of stopping piracy. My idea is that if companies stop producing blank disks, people wouldn't be able to copy games and programs. I know what you're thinking *(I hope not, I have the sincere belief that my thought processes are way beyond the comprehension of anyone who espouses ideas like that – ed)* some people and big companies need blank disks to back up their work. So if you can only make disks for the big companies and programmers, it will stop piracy.

On another subject, in the *Amiga Format 1994 Buyers Guide*, on page three, left of the number 501 there is a pirated game (or what I think is a pirated game). Surely you don't encourage piracy?

Ian Wilson, Oban

What a good idea, let's ban floppy disks. Then all the people who send pictures in to the Gallery can draw them on a piece of paper, using wax crayons, and we can scan them in here at the Amiga Format *offices. As for your 'pirate' game, that is a PD disk, we have thousands of them lying around the AF offices. But after your ban all floppies plan is put into action, demo coders would just have to phone us up and explain what their new demos looked like.*

When someone sends in a particularly intelligent or entertaining letter, we send them a prize. The way I see it, you owe us!

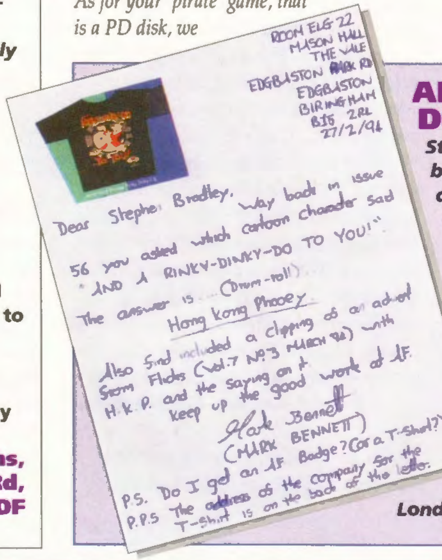
BENDER

Hi, my name is Ben Turland, my friends call me bent. Ben T by name, bent by nature (I still don't get it). That's enough about me, let's talk about computers and things.

Why do you bother with Coverdisks? I mean they're crap, aren't they? Instead of putting demos on the disks, why don't you put the latest games releases on them? I think this is a good idea as it would stamp out piracy altogether and save me money on overpriced games.

I have a few questions, could you please answer them sensibly, don't just ignore them if you think that the answers are easy, because I don't.

1) I can't get past level one on *Sonic the Hedgehog*. Can you please help me.
2) Why don't you put a mountain bike section and a porno section in your magazine? I can't afford to buy these magazines and *Amiga Format*, and I am sure lots of other people can't either.
3) I can't fit the Coverdisks into my computer slot, they're too small.
4) Why are all the pictures of computers in your magazine different to mine? Mine is small and black and says 16-bit on the top.



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27/2/94

Dear Stephen Bradley, way back in issue 56 you asked which cartoon character said "AND A RINKY-DINKY-DO TO YOU!"
The answer is .... (Drum-roll)
Hong Kong Phooey
Also find included a clipping of an advert from Fidos (Vol.7 No.3 MARCH 94) with H.K.P. and the saying on it.
Keep up the good work at AF.
Mark Bennett
(MARK BENNETT)
P.S. Do I get an AF Badge? (Or a T-shirt?)
P.P.S The address of the company for the T-shirt is on the back of the letter.

AN A RINKY DINKY DOO TO YOU TOO!

Steve 'the boy' Bradley had been bugged by who said "A rinky dinky doo to you" for some time. He would pace the office floor muttering "Who was it? Who said it?" through tightly clenched teeth.

I must admit that I had suggested it was old HKF, but not with much confidence.

Anyway, an AF T-shirt is on its way to you, Mark. Any readers who want a Hong Kong Fuey T (the essential 1994 Summer fashion item) write to: Network Ltd, PO Box 10, London, SW19 3TU or call 081-510 5545.



King Tiger by Colin Hemmings of Sittingbourne



Tiger by Peter Snook of Barry



Jaguar by Martin Edwards of Llantwit Major

5) Where do I get a keyboard from?
6) My mate told me that if I subscribe you will give me a CD copier thing. Is this true?
7) My mate also told me that if I buy a 24-bit card, a colour laser printer and a 24-bit flat bed scanner, I could make my money back in days by scanning £50 notes, printing them and laundering them down the bank. Is this true?

Ben T, Cheltenham

No!

PACK IT IN

As subscribers to *Amiga Format*, my sister and I are finding it inconvenient to have to decompress the Coverdisks in order to use them, because I do not possess many blank disks. I hope in future that you will discontinue to do this for the convenience of other readers.

David Bell, Colwyn Bay

My first suggestion would be that you buy a few blank disks; they only cost about 40p each. I'm sure most people don't mind the 'inconvenience' of having to unpack the Coverdisks, when it means that we can get far more executable code on the disks every month. In fact, yours is the only letter of complaint we've ever had on this subject.

If any other readers would rather have the standard 880K of code on a disk rather than a value-packed disk stuffed to the gills with game demos, utilities and full programs, please let us know.

SELECT 50,000

In a recent issue of your magazine you mentioned that you will be bringing out a magazine for the Amiga CD32. Will you be aiming your magazine just at the CD32, or will you include those of us who own an A570 CD-ROM drive or CDTV?

I own an A570 CD-ROM and have no intention of buying a CD32, since most of my disks will not work with it. I would be grateful if you could let me know if this magazine will cater for all CD drive owners, or just the select few with CD32 machines.

P Budd, Stanford-le-Hope

We thought long and hard about this when we decided to launch Amiga CD32 Magazine. *As Amiga enthusiasts we wanted to include the A570 and CDTV too, but as publishing realists, we had to conclude that this was in no-one's interests. The 'select few' as you describe them, are not so few at all. CD32 owners outnumber CDTV/A570 owners by a considerable margin. So most of the magazine would have had to be devoted to them, as would the disk.*

As it is we could not fit all the CD32 stuff on the CD that we wanted to, so we would have had very little space for CDTV/A570-compatible software on there. Add to this the fact that there are very few new releases for CDTV coming out now, and you would have had a magazine aimed largely at CD32, but with some CDTV coverage. Everyone would resent the presence of the other format, and no one would be truly happy.

Amiga Format *cannot give full coverage to CD32. There are hundreds of new games in development for this machine, so we thought it was best to give them a mag of their own. CDTV/A570 owners, however, can use most Amiga programs and products, so we feel that* Amiga Format *is the logical choice for them to read.*

FLOPPING DISKS

I have had trouble with my floppies for some time now, but my doctor recommends loose underwear and avoiding strenuous exercise.

When I pointed out that it involved a kickstart he offered me the choice of Honda or Vespa, or with Vaseline and some assistance, a 1949 Morris Eight starting handle.

I must go now, the warden says it's time for my pill.

N Bonaparte, Ixworth

Floppy disks can be a problem, it may be best to pay heed to your doc's advice. You may find the Morris starting handle gives the best results. Please try to avoid conquering continental Europe.

SURVEY TEASER

OK, there's no doubt that you have the best Amiga magazine available, but did you really think that the offer of a T-shirt, a badge and a binder would provide an incentive for your readership to return their survey questionnaire?

Don't get me wrong, it's not that I think the offer stinks, far from it – it's just the fact that out of 50 well thought out questions, none of them were:

Continued overleaf ☛

The Gallery Sponsored by MAX Graphics



Castle Rock by Anthony Bradbury of Liverpool

THE MAN AT THE TOP

As well as running Commodore UK, David Pleasance also wishes to keep you Amiga owners informed about what's going on. Send your questions to him at the usual Amiga Format address, and await the answers in this very column...



Can Commodore keep up?

1) Do Commodore (like Nintendo, Sega, Sony, and even Atari) realise the importance of good software? If so, why are there only 15 games on CD32 and all except *Liberation*, ports from the A500? CD32 could end up like the Mega CD – same games, higher price.
2) Are Commodore helping developers to release decent software?
3) When will Commodore improve their marketing, including shop displays? Very few shops even switch on their Amigas.
4) Do Commodore realise that an A1200 CD drive is essential for the Amiga's survival and the mass market success of CD32?
5) Do Commodore feel the CD32 must succeed in America for a long term future? With some decent software, help from retailers and a bit of clever marketing, it could do well.
6) Do Commodore agree that the next low-end Amiga must be as forward-think as the original A500 for a long-term future? Many of CBM's plans are already incorporated into machines like the Jaguar.

No name or address given

1) Absolutely; you only have to look at the quality of our bundles over the years to realise this. To date, there are 65 CD32 games released, with 30 more scheduled by the end of May. Very few are A500 ports; most are AGA specific with impressive intros, CD digital sound and additional levels. There is a fundamental difference between the Mega CD scenario and that of CD32 – you have to own a Mega Drive before you buy a Mega CD, and it is still only 16-bit.
2) Yes – currently over 200 titles under development.
3) I would be happy if we could control the way retail outlets display our products. We invested very heavily from September to January, in a team of merchandisers who made 6,500 retail visits. They supplied posters, brochures, window stickers, demo CDs, demo floppy disks, and so on. And whenever possible they influenced the position of our products in the shop ensuring they were clean and running demos. We also train sales staff on a regular basis, but unfortunately retail is a very transient profession.
4) Although I believe the A1200 CD drive is a desirable product for A1200 owners, I do not believe it is as credible without the ability to play Full Motion Video. This may not seem important today, but as soon as the first truly interactive FMV games appear, we will have an army of disgruntled owners. Either way, Commodore will inevitably be critcised. I am intrigued to know on what grounds you believe this drive is critical to the mass market success of CD32.
5) It is not essential to be successful in the US – 90 per cent of our business is in Europe – but it would, of course, enable Commodore to grow for the first time in a long while. I was vice president of retail sales in the USA during 1992 and have first hand experience of the market – I agree, it can and will do well.
6) The Jaguar boasts some nice features. However, we believe that any new system which is based on cartridge software is a retrograde step. We have an enviable reputation for innovation and have no intention of spoiling our record in this respect.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

- **We get literally hundreds of letters and faxes a day, so if we were to try to answer them all personally we would never have any time to actually write *Amiga Format*. So we're sorry, but we can't reply in person.**
- **We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.**
- **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**
- **Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0225 822511.**

Work BENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS

If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

Readers' LETTERS

The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.
WHATEVER COMPETITION, *AMIGA FORMAT*,
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Faulty COVERDISKS

The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

"What is your name? What is your address? or What size of T-shirt would you like?" If this was a deliberate mistake, and next month's Coverdisk has a program that takes the answers to these 50 questions and then tells you your name, address and T-shirt size, please accept my apologies. If not, please send my prizes to the address overleaf.

Nigel Frayling-Kelly, Bo'ness

Some readers may be a little puzzled by this letter. For the 130,000 of you who are… last month we included 20,000 reader survey forms in the pages of Amiga Format. *We also offered 10 lucky respondents a T-shirt, binder and pin badge. But we didn't put a place on the form for a name and address.*

The simple reason for this is that one question was 'What is your income?'. We felt that having divulged this information, many readers would not want that sheet to carry their name and address. We also attributed enough intelligence to Amiga Format *readers that if they wanted a chance at the badge/T-shirt/binder offer they could include their name and address on a separate piece of paper. Many did.*

Here are the winners… Anonymous of Yardley Wood, Birmingham; Ian Maddox of Swansea; Michael Carter of Georgeham; Neil Armes of Sedgfield; Philip Hall of Ipswich; S J Axford of Bude; D E Moss of Feltham; Andy Nash of Bristol; S Woodward of Southampton and Dr John Foley of Kingsteignton.

WANNA BE

I am interested in computer programming as a pastime. However, I am not sure how to begin and have no available disk which would allow me to do so.

I would be grateful if you could supply me with some information, or news on how to start, where can I find these disks, such as *Blitz Basic*, and how much they cost?

Craig Mountford, Blackpool

Programming can be a lot of fun, but it is also a lot of work. So be prepared to try hard, and fail lots before you get results. If you think you can hack that, then Blitz Basic 2 *is as good a place as any to start programming. First, get a copy of* Amiga Format *issue 52, which has a working version of* Blitz *on the Coverdisk. You can order a copy from page 148 of this issue. This version of* Blitz *has most of the features of the full program, but it will not save an executable file. This is not important at first, and if you just want to discover if programming is for you, this is the cheapest way to do so.*

If you take to programming, then you can obtain the complete Blitz Basic 2 *package from our mail order pages (see page152). This will offer you several new and powerful features for* Blitz, *and user support through the* Blitz User Magazine (BUM).

Despite being called Basic, Blitz *is a very powerful language, which offers excellent control of the Amiga's capabilities. Even commercial games such as* Skidmarks *were written using it.*

EITHER OR

I stand before you a confused individual. My problem is this – I am a thoroughly brassed-off Mega Drive owner, fed up with forking out 50-odd quid for what often turns out to be a sub-standard game. Many years ago I bought an Amiga when they first came out, but had to flog it for financial reasons. I remember fondly the hours I spent with *Elite* and *F-19*. So in search of some decent games, I'm keen to renew my acquaintance with all things Commodore.

I'm a huge flight-sim fanatic, and a veteran of the original *Elite* on the BBC Micro (remember them?) so I've been avidly reading reviews and previews of *Frontier* and *TFX*, both of which look the absolute business. It would seem that the only choice is between an A1200 or a CD32. Now here come the questions…

1) Will the SX-1 module allow me to run Amiga 1200 stuff from disk as adverts appear to claim, or is the internal architecture too different?
2) Is David Braben definitely working on a CD32 version of *Frontier*?
3) I read somewhere that the CD32 has chips that allow it to convert PC graphics on the fly. Can I assume that the CD32 version of *TFX* will be graphically identical to the PC?

The technical specs of the CD32 seem dead impressive, but why do all the current crop of games appear to be straight ports from the A1200 versions? Is this just idleness on the part of the programmers?

Dave Etheridge, Oakington

1) The SX-1 module will definitely enable you to run virtually all A1200 software on the CD32. The internal architecture of the machines ios virtually identical.
2) Now that he has the development kit, David Braben is definitely working on Frontier *for CD32.*
3) The Akiko chip can convert PC-style chunky graphics to Amiga planar style. But it remains to be seem whether it can do it on the fly. It's just possible that TFX *on the £299 CD32 might not look quite a flash as on a £1,200 486-PC. But it could still be the best-looking Amiga flight-sim yet.*

DEEPLY COMPELLED

After reading your February issue concerning the woman from Cleavland Ohio who won your £250 prize to buy software, I felt deeply compelled to write. I just have one question. Who the hell does this broad think she is? I mean, she actually called you and was so vein (sic) to ask you to pay for her college tuition? Talk about having no shame… (*this guy goes on, and on – ed*).

M Ripepi, Surfside FL

Not Cleavland, Oh you prat! Cleveland in northern England. It is common for students to seek sponsorship in the UK. After what the Tories have done to our education system, they have to get the cash somewhere.

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- Star Trek Rave Demo
- Desert Dream (2)
- Revelations Slides
- Techno React 2
- Techno Mods (5)
- Mayday
- Lethal Exit
- State of the Art
- Rave Attack 2
- Flying Lessons
- LSD Techno Warrior
- Speed Demo (3)
- Rubarb & Custard
- Groove is in the Heart

1200 UTILS
- ASI Multi Vision AGA
- Andy WB3 Utils
- AGA Utils#1
- WB3 Backdrops
- Magic WB (hard drive)
- WB3 Hacks
- 1200 HD Prep
- ASI Fix Disk

1200 DEMOS
- Subliminal XTC (2)
- Beyond Relief
- Raging Fire
- Ray World (3)
- Empty Head
- Virtual Journey
- Ivy & Cream
- Origin (2)
- Noxious
- Full Moon
- Max Overdrive (2) (HD)
- Abstrax Pig
- Volcano
- Explicit 2
- Hoi Mindwarp
- Hoi Planet Groove
- Panta Rehi
- Chanel No 5

1200 GAMES
- AGA Megaball
- AGA Tetris
- AGA Klondike (3)
- Motorola Invaders 2 (2)
- Mad Fighter
- Boron
- Oscar Game Demo
- Uchess (6 meg)

1200 SLIDES
- Sherilyn Fenn
- Erika AGA
- Fit Chix (2)
- Fit Chix 2 (2)
- Fit Chix 3 (2)
- Fit Chix 4 (2)
- Bodyshop 3
- Bodyshop 5 (2)
- Bodyshop 7 (2)
- AGA Manga Slides (4)

EDUCATION
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INTERSPREAD:
From the people who created this month's database, we'll be bringing you a top notch spreadsheet.

ANOTHER GREAT GAME:
We'll keep you tied to your machine playing the excellent adventures on June's disk!

CLEAN YOUR PALETTE!

Next month we'll check out the new generation of Amiga paint packages. As well as a detailed head-to-head and a look at what you get for your money, we'll be kicking off a new series of paint tutorials for all abilities.

GAMES
KingsQuest 6, Theme Park AGA, Robinson's Requiem, and much more!

REVIEWS
Personal Animation Recorder scrutinised, along with the rest of the month's releases.

TUTORIALS
More help and advice with Imagine, Blitz Basic 2, Music X and Workbench.

AMIGA FORMAT 59 MAY 1994

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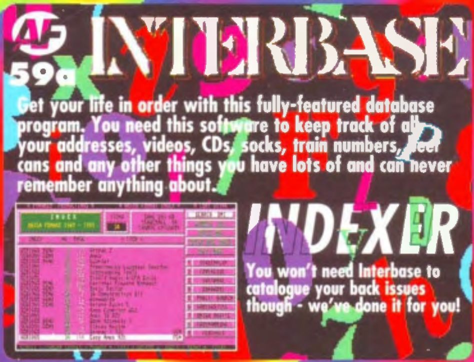
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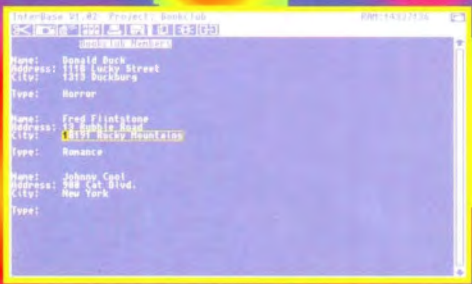
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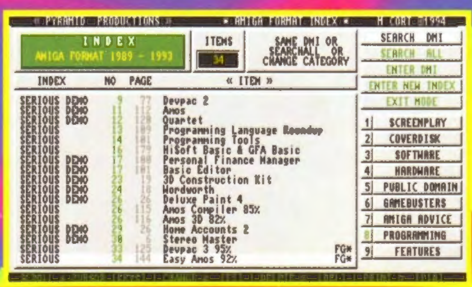
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